```
) As Boolean
public static bool op_Inequality(

SpeakMediaType a,
SpeakMediaType b
);
public: static bool op_Inequality(

Managed C++

SpeakMediaType a,
SpeakMediaType a,
SpeakMediaType b
);
public static function op_Inequality(

a: SpeakMediaType,
b: SpeakMediaType
): boolean;
```

Parameters

- a System.Speech.Synthesis.SpeakMediaType.
- $b\ \ {\bf System. Speech. Synthesis. Speak Media Type}.$

Return Value

System.Boolean.

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SpeakMediaType Method

Note: This documentation is preliminary and is subject to change.

Sets this instance to the specified media type.

Definition

Parameters

mediaType System.String.

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ToString Method

Note: This documentation is preliminary and is subject to change.

Returns a string specifying the media type of this instance.

Definition

Visual Basic Overrides Public Function ToString() As String

C# public override <u>string</u> ToString();

Managed C++ public: <u>String</u>* ToString();

JScript public override function ToString(): <u>String</u>;

Return Value

System.String.

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Automatic Field

Note: This documentation is preliminary and is subject to change.

Creates a SpeakMediaType instance that will automatically detect the format.

Definition

Visual Basic Public Shared Automatic As SpeakMedia Type

C# public static <u>SpeakMediaType</u> Automatic;

Managed C++ public: static <u>SpeakMediaType</u> Automatic;

JScript public var Automatic(): static <u>SpeakMediaType</u>

Field Value

System.Speech.Synthesis.SpeakMediaType.

This field is read-only.

Remarks

Setting the type to Automatic is equivalent to not specifying the SpeakMediaType in Speak

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MSTextToSpeechMarkupLangauge Field

Note: This documentation is preliminary and is subject to change.

Sets the format to be a reference to a text-to-speech (TTS) markup language document.

Definition

Visual Basic Public Shared MSTextToSpeechMarkupLangauge As SpeakMediaType

public static SpeakMediaType MSTextToSpeechMarkupLangauge;

Managed public: static SpeakMediaType MSTextToSpeechMarkupLangauge;

public var MSTextToSpeechMarkupLangauge(): **JScript** static SpeakMediaType

Field Value

System. Speech. Synthesis. Speak Media Type.

This field is read-only.

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PlainText Field

Note: This documentation is preliminary and is subject to change.

Sets the format to plain text.

Definition

Visual Basic Public Shared PlainText As SpeakMediaType

public static SpeakMediaType PlainText;

Managed C++ public: static SpeakMediaType PlainText;

JScript public var PlainText() : static <u>SpeakMediaType</u>

Field Value

System.Speech.Synthesis.SpeakMediaType.

This field is read-only.

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SpeechSynthesisMarkupLanguage Field

Note: This documentation is preliminary and is subject to change.

Sets the format to be a reference to a Speech Synthesis Markup Language (SSML) document.

Definition.

Visual Basic Public Shared SpeechSynthesisMarkupLanguage As SpeechSynthesisMarkupLanguage; public static SpeechSynthesisMarkupLanguage; Managed C++ public: static SpeechSynthesisMarkupLanguage; public var SpeechSynthesisMarkupLanguage(): static SpeakMediaType

Field Value

System.Speech.Synthesis.SpeakMediaType.

This field is read-only.

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WaveAudio Field

Note: This documentation is preliminary and is subject to change.

Sets the format to be a reference to a .wav file.

Definition

Visual Basic Public Shared WaveAudio As SpeakMediaType
C# public static SpeakMediaType WaveAudio;
Managed C++ public: static SpeakMediaType WaveAudio;

JScript public var WaveAudio(): static SpeakMediaType

Field Value

System. Speech. Synthesis. Speak Media Type.

This field is read-only.

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AudioLevelChangedEventHandler Delegate

Note: This documentation is preliminary and is subject to change.

Represents the method that will handle the AudioLevelChanged event.

Definition

```
Public Delegate Sub AudioLevelChangedEventHandler(

ByVal sender As Object,

ByVal e As AudioLevelChangedEventArgs

public delegate void AudioLevelChangedEventHandler(

object sender,

AudioLevelChangedEventArgs e

);

public: _gc _delegate void AudioLevelChangedEventHandler(

Object* sender,

AudioLevelChangedEventArgs* e

);

JScript In JScript, you can use delegates, but you cannot define your own.
```

Parameters

```
sender System.Object.e System.Speech.Synthesis.AudioLevelChangedEventArgs.
```

Delegate Information

Namespace System.Speech.Synthesis

Assembly System.Speech (system.speech.dll)

Strong System.Speech, Version=6.0.4044.0, Culture=neutral,

Name PublicKeyToken=365143bb27e7ac8b

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BookmarkDetectedEventHandler Delegate

```
Note: This documentation is preliminary and is subject to change.
[To be supplied.]
Definition
                    Public Delegate Sub BookmarkDetectedEventHandler(_
                      ByVal sender As Object,
       Visual Basic
                      ByVal e As BookmarkDetectedEventArgs
                    public delegate void BookmarkDetectedEventHandler(
                      object sender,
           C#
                      BookmarkDetectedEventArgs e
                    public: gc __delegate void BookmarkDetectedEventHandler(
                      Object* sender,
      Managed C++
                      BookmarkDetectedEventArgs* e
                    In JScript, you can use delegates, but you cannot define your own.
         JScript
Parameters
     sender System.Object.
             System.Speech.Synthesis.BookmarkDetectedEventArgs.
```

Delegate Information

```
Namespace System.Speech.Synthesis
 Assembly System. Speech (system. speech.dll)
            System.Speech, Version=6.0.4044.0, Culture=neutral,
   Strong
             PublicKeyToken=365143bb27e7ac8b
   Name
```

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SpeakCompletedEventHandler Delegate

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

Definition

```
Public Delegate Sub SpeakCompletedEventHandler(_
                      ByVal sender As Object,
       Visual Basic
                      ByVal e As SpeakCompletedEventArgs
                   public delegate void SpeakCompletedEventHandler(
                      object sender,
           C#
                      SpeakCompletedEventArgs e
                   );
                   public: gc delegate void SpeakCompletedEventHandler(
                      Object* sender,
     Managed C++
                      SpeakCompletedEventArgs* e
                   In JScript, you can use delegates, but you cannot define your own.
         JScript
Parameters
     sender System.Object.
            System.Speech.Synthesis.SpeakCompletedEventArgs.
```

Delegate Information

Namespace System.Speech.Synthesis

Assembly System.Speech (system.speech.dll)

Strong System. Speech, Version=6.0.4044.0, Culture=neutral,

Name PublicKeyToken=365143bb27e7ac8b

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Note: This documentation is preliminary and is subject to change.

SpeakProgressChangedEventHandler Delegate

```
[To be supplied.]

Definition

Public Delegate Sub SpeakProgressChangedEventHandler(_
ByVal sender As Object,_
ByVal e As SpeakProgressChangedEventArgs__
)

public delegate void SpeakProgressChangedEventHandler(
Object sender,
SpeakProgressChangedEventArgs e
```

Parameters

```
sender System.Object.e System.Speech.Synthesis.SpeakProgressChangedEventArgs.
```

Delegate Information

```
Namespace System.Speech.Synthesis

Assembly System.Speech (system.speech.dll)

Strong System.Speech, Version=6.0.4044.0, Culture=neutral,
Name PublicKeyToken=365143bb27e7ac8b
```

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Synthesis Event Handler Delegate

```
Note: This documentation is preliminary and is subject to change.
```

[To be supplied.]

Definition

```
Public Delegate Sub SynthesisEventHandler(_
ByVal sender As Object, _
ByVal e As SynthesisEventArgs _
)

public delegate void SynthesisEventHandler(
object sender,
SynthesisEventArgs e
);

public: __gc __delegate void SynthesisEventHandler(
Object* sender,
SynthesisEventArgs* e
);

JScript In JScript, you can use delegates, but you cannot define your own.
```

Parameters

```
sender System.Object.
```

System.Speech.Synthesis.SynthesisEventArgs.

Delegate Information

Namespace System.Speech.Synthesis

Assembly System. Speech (system. speech.dll)

Strong System. Speech, Version=6.0.4044.0, Culture=neutral,

Name PublicKeyToken=365143bb27e7ac8b

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SynthesizePhonemeEventHandler Delegate

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

Definition

```
Public Delegate Sub SynthesizePhonemeEventHandler(_
ByVal sender As Object, _
ByVal e As SynthesizePhonemeEventArgs _
)

public delegate void SynthesizePhonemeEventHandler(
object sender,
SynthesizePhonemeEventArgs e
);

public: __gc __delegate void SynthesizePhonemeEventHandler(
Object* sender,
SynthesizePhonemeEventArgs* e
);

JScript In JScript, you can use delegates, but you cannot define your own.
```

Parameters

sender System.Object.

System.Speech.Synthesis.SynthesizePhonemeEventArgs.

Delegate Information

Namespace System.Speech.Synthesis

Assembly System.Speech (system.speech.dll)

Strong System. Speech, Version=6.0.4044.0, Culture=neutral,

Name PublicKeyToken=365143bb27e7ac8b

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SynthesizeVisemeEventHandler Delegate

```
Note: This documentation is preliminary and is subject to change.
[To be supplied.]
Definition
                    Public Delegate Sub SynthesizeVisemeEventHandler(
                      ByVal sender As Object, _
       Visual Basic
                      ByVal e As SynthesizeVisemeEventArgs
                    public delegate void SynthesizeVisemeEventHandler(
                      object sender,
           C#
                      SynthesizeVisemeEventArgs e
                    public: gc delegate void SynthesizeVisemeEventHandler(
                      Object* sender,
      Managed C++
                      SynthesizeVisemeEventArgs* e
         JScript
                    In JScript, you can use delegates, but you cannot define your own.
Parameters
     sender System.Object.
             System.Speech.Synthesis.SynthesizeVisemeEventArgs.
Delegate Information
```

Namespace System.Speech.Synthesis

Assembly System.Speech (system.speech.dll)

System. Speech, Version=6.0.4044.0, Culture=neutral, Strong

PublicKeyToken=365143bb27e7ac8b Name

Interacting with the Computer using Speech Input and Speech Output

Note: This documentation is preliminary and is subject to change.

This topic is a basic introduction to the System. Speech namespace in WinFX.

Interacting with the Computer using Speech Input and Speech Output

Humans prefer to communicate with each other using speech, because of its ease of use and expressiveness. Microsoft is extending this metaphor to human-computer interaction. Our goal is to make the use of speech a viable way of interacting with Microsoft Windows. This will primarily benefit those users who rely on assistive technologies to interact with the computer, but is not limited to these users.

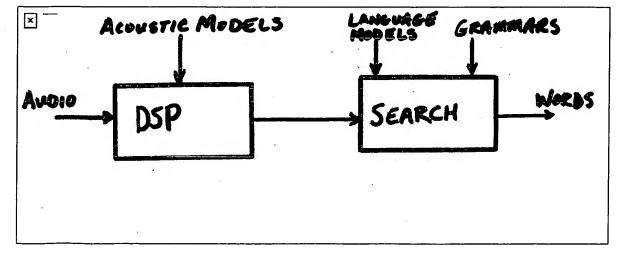
In order to achieve this goal, Microsoft is pursuing a two-pronged strategy:

- Enable common speech scenarios out of the box.
- Provide a managed API to customize and extend the speech experience.

In this document we use the terms speech recognition and speech synthesis, which are commonly used in the industry. The popular press sometimes uses the terms voice recognition and voice output to refer to the same technologies.

Overview of Speech Recognition

Speech recognition is the process of converting audio into text. Speech recognition systems are based on algorithms that model human speech, both the sounds that make up a language as well as the word sequences that are commonly used. They use digital signal processing methods and powerful search algorithms to determine the sequence of words the user spoke. The diagram below shows the major components of a speech recognition system.



The acoustic models are provided by the speech recognition sub-system (SR engine). They express the way humans pronounce the basic units of speech (phonemes) in a given language. The SR engine comes pre-configured with models which are averaged over a large set of speakers, male and female, of a given language. In order to get better recognition performance the models are trained on the user's machine. Training is done explicitly via a training wizard, or implicitly by observing the user.

The language model describes in a statistical fashion the likelihood of specific word sequences occurring at a given time. In other words, what is the probability of the word "America" following the words "United States of"? These statistics are determined by analyzing a large collection of written and spoken text. Because of their statistical nature, they are flexible - any word sequence has some, albeit small, probability of occurring - but lack the rigor required for high recognition accuracy.

Grammars on the other hand explicitly define all the allowable word sequences for a given recognition. They are commonly expressed as context-free grammars (CFGs) or finite-state machines (FSM). While lacking the flexibility of language models - not all word sequences are allowed - they tend to result in higher recognition accuracy. Because they are specific to an application, or an application state, they have to be authored by the application developer or a team member proficient in creating context-free grammars. They can be expressed using a standardized markup language, and/or programmatically through the use of objects in the System. Speech. Srgs namespace.

The following list shows some strengths of speech recognition technology:

- Speech recognition technology is natural. We can express what we want the
 computer to do rather than breaking a task down into individual steps for mouse
 or keyboard execution.
- Speech recognition technology is efficient. Most people can talk much faster than they can type.
- Speech recognition technology is good at referring to items that are not on visible on the screen, and so cannot be selected or clicked using the mouse or keyboard.
- Speech recognition technology is flexible. Developers can create parameterized voice macros.

The following list shows some weaknesses of speech for interacting with the computer:

- Speech recognition technology is not effective for fine positioning of the cursor. The mouse or keyboard are much more accurate.
- Using speech recognition technology might result in some lack of privacy. Others in the vicinity can overhear us speaking to a computer.

Overview of Speech Synthesis

Speech synthesis or text-to-speech (TTS) is the process of converting written text into audio. The text (expressed as a basic string that can contain standardized XML-based markup) is normalized by the TTS engine (the text "23" is converted into the words "twenty three") and used to generate a waveform using a particular voice. A voice describes how the basic units of speech are to be realized as waveform fragments, which is concatenated by the TTS engine into a single waveform. Speech Synthesis Markup Language (SSML) can be used to change the prosody of the speech. For example, emphasizing the word tomorrow in the phrase "I want to fly to Seattle tomorrow".

Speech in 'Longhorn'

As mentioned above, Microsoft is taking a two-pronged approach to creating a compelling speech interaction model for Windows:

- the common speech scenarios, like speech-enabling menus and buttons, will be enabled system-wide by Microsoft.
- a comprehensive set of managed APIs that follow the WinFX design guidelines allows the developer to extend the basic functionality with application-specific speech commands and behaviors. For example, providing voice shortcuts for common context-sensitive commands.

The last section of this article provides the code for a Hello World example demonstrating speech recognition and speech synthesis, and a brief description of the important parts of the application.

A Hello World Sample

The main objects performing speech recognition are located in the System. Speech. Recognition namespace, and the main objects performing text-to-speech, are located in the System. Speech. Synthesis namespace. At the top of the sample are two using directives that provide links to these namespaces. Note that there is also a third namespace that deals with grammars, not referenced in this sample, System. Speech. SRGS.

The Hello Word sample is a Windows GUI application, which accounts for the using directive identifying the System. Windows: Forms namespace.

Most of the work in this application occurs in the form's Load event handler. The first statement in the event handler initializes a grammar object. The second statement loads the HelloWorld.grxml file into the grammar object. The grxml file contains XML-formatted text specifying grammar rules that comply with the World Wide Web Consortium Speech Recognition Grammar Specification Version 1.0 (W3C SRGS).

The next statement in the form Load event handler registers an event handler for the Recognition event. The Recognition event is raised in a speech application whenever a successful recognition occurs. In the Hello World sample, find the Recognition event handler right after the form Load event handler. One of the event parameters, the

RecognitionEventArgs object, provides data for the Recognition, RejectedRecognition, and Hypothesis events.

Look at this statement in particular: v.Speak("You said" + e.Result.Text);

The Result property in this statement returns a RecognitionResult object, which represents the result of the recognition. The Text property of this object contains a concatenation of the spoken words.

The previous statement in the Recognition event handler created a Voice object, v, and in this statement v uses speech synthesis to speak back the recognized phrase, prefaced by the two words "you said."

Code for the Hello World Sample

```
using System;
using System.Windows.Forms;
using System. Speech. Recognition;
using System.Speech.Synthesis;
namespace Microsoft.Speech.HelloWorld
    // SpeechRecognition is a WinForm application
    // that demonstrates basic speech recognition
   // and speech synthesis functionalities
   public class SpeechRecognition : Form
        // The main entry point for the application.
        [STAThread]
        static void Main()
           Application.Run(new SpeechRecognition());
        // Initializes SpeechRecognition form.
       public SpeechRecognition()
            InitializeComponent();
       protected override void Dispose ( bool disposing )
            // Wizard-generated code not shown
        // Main form load method
       private void SpeechRecognition Load(object sender, EventArgs e)
           // Create grammar object that will hold the CFG
           Grammar g = new Grammar();
           // Load SRGS file containing the HelloWorld grammar
           g.Load("HelloWorld.grxml");
           // Set up the recognition event handler
```

Conclusion

Microsoft intends to make speech a much more appealing way of interacting with Microsoft Windows. To further that goal, "Longhorn" will support a number of common speech scenarios for free. In addition, "Longhorn" will include a managed API which will allow developers to customize and extend the speech experience. This article provides an introduction to speech technology, and the Speech namespaces in "Longhorn."

Namespaces

Note: This d cumentation is preliminary and is subject to change.

The following table lists the namespaces available for WinFX.

System.Speech.Recognition The following tables list the members exposed by the

System.Speech.Recognition namespace.

System.Speech.Srgs The following tables list the members exposed by the

System.Speech.Srgs namespace.

System.Speech.Synthesis The following tables list the members exposed by the

System.Speech.Synthesis namespace.

System.Speech.Recognition

Note: This documentation is preliminary and is subject to change.

The following tables list the members exposed by the System. Speech. Recognition namespace.

Classes

<u>ActiveCategoryChangedEventArgs</u>

Provides data for the ActiveCategoryChangedEventArgs event.

AudioContentChangedEventArgs

Provides data for the AudioContentChanged event.

<u>BookmarkEventArgs</u>

Provides data for the BookmarkReached event.

Category

Represents a type of recognition of a speech synthesis

resource.

CommandRecognitionEventArgs

Provides data for the CommandRecognition event in the

Command and CommandSet objects.

DictationGrammar

Contains individual rules and dictation grammars.

DisplayToken

Represents a token, in western languages this is typically a

word, that was recognized by the speech recognizer.

DisplayTokenCollection

Represents a collection of recognized tokens.

<u>Grammar</u>

The Grammar class is a logical housing for individual

recognition rules and dictation grammars

GrammarCollection

Represents a collection of Grammar objects.

InterferenceEventArgs

Provides data for the Interference event.

LocalRecognizer

This class allows applications to create a private instance of a

Recognizer in their own address space.

RecognitionAudio

Contains the audio data and methods for a specific RecognitionResult or a portion of a RecognitionResult.

RecognitionEventArgs

Provides data for the Recognition, RejectedRecognition, and

Hypothesis events.

RecognitionPhrase

Represents the phrase that was recognized by the recognizer.

RecognitionPhraseAlternate

Contains information about an alternate recognition by the

speech recognizer.

RecognitionPhraseAlternateCollection A collection of alternatives for a specific result.

RecognitionResult

Represents the result when a speech recognizer processes

audio and attempts to recognize user speech.

RecognitionRule

Represents the rule that allowed the associated result to be

recognized.

RecognitionRuleCollection

Provides a collection of rules.

<u>RecognizeCompletedEventArgs</u>

Provides event arguments for the RecognizeCompleted event.

 $\underline{Recognize Progress Changed Event Args} \ \ Provides \ data \ for \ the \ Recognize Progress Changed \ event.$

RecognizerAttributes

Represents the attributes various speech recognizers may, or

may not support.

RecognizerProperties

Represents recognizer properties that are adjustable at

runtime.

Recognizers

Represents a collection of speech recognizers.

RecognizerStateChangedEventArgs

Provides data for the RecognizerStateChanged event.

Rule

Represents a grammar rule.

RuleCollection

Represents a collection of Rules.

SemanticProperty

Represents a single semantic property that may contain

additional levels of semantic information.

SemanticPropertyCollection

Represents a collection of semantic properties.

SpeechEventArgs

Provides data for these events: NoRecognition,

AudioLevelChanged, RecognitionStarted, RecognitionStopped,

RecognitionCanceled, RecognitionPaused, and

RecognitionResumed.

SpokenToken

Represents a token, in western languages this is typically a

word, that was recognized by the speech recognizer.

SpokenTokenCollection

Represents a collection of recognized tokens.

<u>SystemRecognizer</u>

Represents the shared recognizer.

<u>UpdateEventArgs</u>

Provides data for the Update event.

Interfaces

 $\underline{\text{IRecognizer}} \ \ \text{Provides an interface representing a speech recognizer.}$

Enumerations

AdaptationRelevance Specifies an estimate of the language model data relevance.

AdaptationSettings

Specifies the options to use with the AdaptLanguageModel method to control the

language model adaptation process.

AudioContent

Specifies the current audio state.

Confidence

Specifies the various high level confidence values possible for speech

recognition.

InterferenceType

Specifies the types of interference in the audio input preventing an optimal

speech recognition experience.

LeadingSpace

Specifies how to handle leading space when incorporating RecognitionResult text

into surrounding text.

RecognizeMode

Specifies the recognition mode.

RecognizerState

Specifies the current state of the recognizer.

ResultType

Specifies the types of recognition result that can be sent.

TrailingSpace

Specifies how to handle trailing space when incorporating the

RecognitionResult's text into surrounding text.

Structures

<u>DictationTopic</u> Represents a dictation topic.

Delegates

ActiveCategoryChangedEventHandler Represents the method that will handle the

ActiveCategoryChangedEventHandler event.

AudioContentChangedEventHandler Represents the method that will handle the

AudioContentChanged event.

BookmarkEventHandler Represents the method that will handle the Bookmark event.

<u>CommandRecognitionEventHandler</u>
Represents the method that will handle the

CommandRecognition event in Command and CommandSet.

<u>InterferenceEventHandler</u>
Represents the method that will handle the

InterferenceDetected event.

RecognitionEventHandler Represents the method that will handle the following events:

Recognition, RejectedRecognition, and Hypothesis.

RecognizeCompletedEventHandler Represents the method that will handle the

RecognizeCompleted event.

RecognizeProgressChangedEventHandler Represents the method that will handle the

RecognizeProgressChanged event.

RecognizerStateChangedEventHandler Represents the method that will handle the

RecognizerStateChanged event.

<u>SpeechEventHandler</u>
Represents the method that will handle the following events:

NoRecognition, AudioLevelChanged, RecognitionStarted,

RecognitionStopped, RecognitionCanceled, RecognitionPaused, and RecognitionResumed.

UpdateEventHandler Represents the methods that handle the Updated event and

related events.

ActiveCategoryChangedEventArgs Class

Note: This documentation is preliminary and is subject to change.

Provides data for the ActiveCategoryChangedEventArgs event.

Definition

Visual Basic

Public Class ActiveCategoryChangedEventArgs

Inherits SpeechEventArgs

C#

public class ActiveCategoryChangedEventArgs : SpeechEventArgs

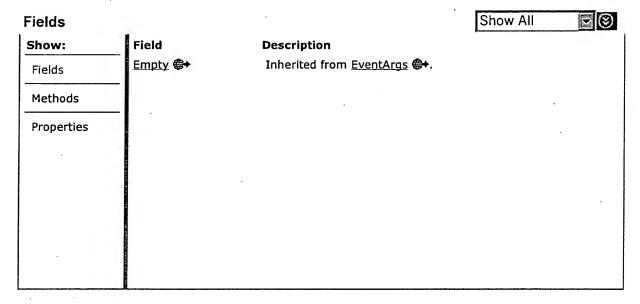
Managed C++ public __gc class ActiveCategoryChangedEventArgs : public <u>SpeechEventArgs</u>

JScript

public class ActiveCategoryChangedEventArgs extends SpeechEventArgs

Members Table

The following table lists the members exposed by the ActiveCategoryChangedEventArgs object. Click a tab on the left to choose the type of member you want to view.



Inheritance Hierarchy



ActiveCategoryChangedEventArgs

Class Information

Namespace

System.Speech.Recognition

Assembly

System.Speech (system.speech.dll)

Strong

System.Speech, Version=6.0.4044.0, Culture=neutral,

Name

PublicKeyToken=365143bb27e7ac8b

ActiveCategoryChangedEventArgs Class

Note: This documentation is preliminary and is subject to change.

Provides data for the ActiveCategoryChangedEventArgs event.

Definition

Visual Basic Public Class ActiveCategoryChangedEventArgs

Inherits SpeechEventArgs

public class ActiveCategoryChangedEventArgs: SpeechEventArgs

Managed C++ public __gc class ActiveCategoryChangedEventArgs : public <u>SpeechEventArgs</u>

JScript public class ActiveCategoryChangedEventArgs extends SpeechEventArgs

Members Table

C#

The following table lists the members exposed by the ActiveCategoryChangedEventArgs object. Click a tab on the left to choose the type of member you want to view.

| Methods | | | Show All | |
|-------------------|--|--|-----------------|---|
| Show: | Method | Description | , | |
| Fields Methods | ActiveCategoryChangedEventArgs | ActiveCategoryChangedE | ventArgs class. | : |
| Properties | Equals 💝 Finalize 💝 | Inherited from <u>Object</u> Inherited from <u>Object</u> Inherited from <u>Object</u> | +. | |
| | GetHashCode ♦+ GetType ♦+ MemberwiseClone ♦+ | Inherited from Object Inherited from Object | +. | |
| | ReferenceEquals | Inherited from Object Inherited from Object | + . | - |
| | | | | |

Inheritance Hierarchy



ActiveCategoryChangedEventArgs

Class Information

Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

System.Speech, Version=6.0.4044.0, Culture=neutral, Strong

Name PublicKeyToken=365143bb27e7ac8b

ActiveCategoryChangedEventArgs Class

Note: This documentation is preliminary and is subject to change.

Provides data for the ActiveCategoryChangedEventArgs event.

Definition

Visual Basic Public Class ActiveCategoryChangedEventArgs

Inherits SpeechEventArgs

C# public class ActiveCategoryChangedEventArgs : <u>SpeechEventArgs</u>

Managed C++ public __gc class ActiveCategoryChangedEventArgs : public <u>SpeechEventArgs</u>

JScript public class ActiveCategoryChangedEventArgs extends <u>SpeechEventArgs</u>

Members Table

The following table lists the members exposed by the **ActiveCategoryChangedEventArgs** object. Click a tab on the left to choose the type of member you want to view.

| Properties | | | Show All | |
|------------|-----------------------|---|------------------|---------|
| Show: | Property | Description | | |
| Fields | <u>ActiveCategory</u> | Gets the new active category. | | |
| Methods | AudioPosition | Gets the time the event occurred, relative to | the start of the | stream. |
| Properties | | Inherited from SpeechEventArgs. | | |
| | | | | |
| | | | | |
| | | | | |
| | | • | | |
| | | | | |

Inheritance Hierarchy



ActiveCategoryChangedEventArgs

Class Information

Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

Strong System.Speech, Version=6.0.4044.0, Culture=neutral,

Name PublicKeyToken=365143bb27e7ac8b

AudioContentChangedEventArgs Class

Note: This documentation is preliminary and is subject to change.

Provides data for the AudioContentChanged event.

Definition

Visual Basic Public Class

Public Class AudioContentChangedEventArgs

Inherits SpeechEventArgs

C#

public class AudioContentChangedEventArgs: SpeechEventArgs

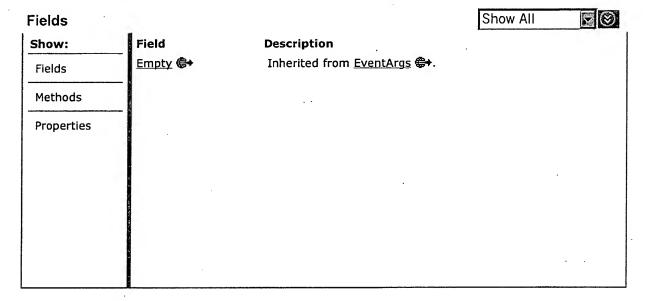
Managed C++ public __gc class **AudioContentChangedEventArgs** : public <u>SpeechEventArgs</u>

public class AudioContentChangedEventArgs extends <u>SpeechEventArgs</u>

JScript

Members Table

The following table lists the members exposed by the **AudioContentChangedEventArgs** object. Click a tab on the left to choose the type of member you want to view.



Inheritance Hierarchy



AudioContentChangedEventArgs

Class Information

Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

Strong System.Speech, Version=6.0.4044.0, Culture=neutral,

Name PublicKeyToken=365143bb27e7ac8b

AudioContentChangedEventArgs Class

Note: This documentation is preliminary and is subject to change.

Provides data for the AudioContentChanged event.

Definition

Visual Basic Public Class AudioContentChangedEventArgs

Inherits SpeechEventArgs

C# public class AudioContentChangedEventArgs : SpeechEventArgs

 $\textbf{Managed C++} \ \ \textbf{public } \underline{\quad \textbf{gc class AudioContentChangedEventArgs}} \ \ : \textbf{public } \underline{\quad \textbf{SpeechEventArgs}}$

JScript public class AudioContentChangedEventArgs extends <u>SpeechEventArgs</u>

Members Table

The following table lists the members exposed by the **AudioContentChangedEventArgs** object. Click a tab on the left to choose the type of member you want to view.

| Methods | | | Show All | 28 |
|------------|-------------------------------------|--|----------|-----------|
| Show: | Method | Description | | |
| Fields | <u>AudioContentChangedEventArgs</u> | Initializes a new instance of AudioContentChangedEvent | | |
| Methods | Equals 😂 | Inherited from Object 😂. | | |
| Properties | <u>Finalize</u> ⊕ | Inherited from Object 😂. | | |
| riopeities | GetHashCode €+ | Inherited from Object 😂. | • | |
| | <u>GetType</u> ⊕ | Inherited from Object 😂. | | |
| | MemberwiseClone 😂 | Inherited from Object 😂. | | |
| | ReferenceEquals 😂 | Inherited from Object 😂. | | |
| . 1. | ToString 😂 | Inherited from Object 😂. | | |
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Inheritance Hierarchy



Class Information

Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

Str ng System.Speech, Version=6.0.4044.0, Culture=neutral,

Name PublicKeyToken=365143bb27e7ac8b

AudioContentChangedEventArgs Class

Note: This documentation is preliminary and is subject to change.

Provides data for the AudioContentChanged event.

Definition

Visual Basic Public Class AudioContentChangedEventArgs

Inherits SpeechEventArgs

public class AudioContentChangedEventArgs: SpeechEventArgs C#

Managed C++ public __gc class AudioContentChangedEventArgs : public <u>SpeechEventArgs</u>

public class AudioContentChangedEventArgs extends SpeechEventArgs **JScript**

Members Table

The following table lists the members exposed by the AudioContentChangedEventArgs object. Click a tab on the left to choose the type of member you want to view.

| Properties | | | Show All | B (8) |
|------------|----------------------|---|------------------|--------------|
| Show: | Property | Description | | |
| Fields | <u>AudioPosition</u> | Gets the time the event occurred, relative to | the start of the | stream. |
| Methods | | Inherited from SpeechEventArgs. | | |
| Properties | <u>Content</u> | Gets the updated audio content. | | |
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Inheritance Hierarchy



AudioContentChangedEventArgs

Class Information

Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

System.Speech, Version=6.0.4044.0, Culture=neutral, Strong

Name PublicKeyToken=365143bb27e7ac8b

BookmarkEventArgs Class

Note: This documentati n is preliminary and is subject to change.

Provides data for the BookmarkReached event.

Definition

Visual Basic Public Class BookmarkEventArgs

Inherits SpeechEventArgs

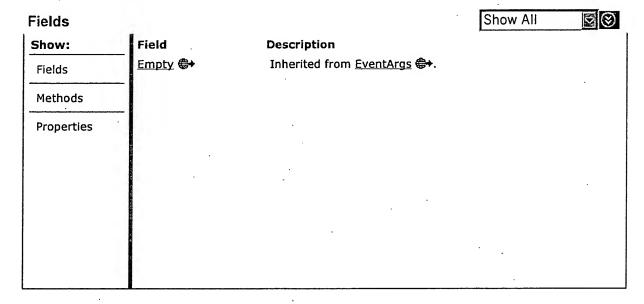
C# public class BookmarkEventArgs : <u>SpeechEventArgs</u>

Managed C++ public __gc class BookmarkEventArgs : public <u>SpeechEventArgs</u>

JScript public class BookmarkEventArgs extends <u>SpeechEventArgs</u>

Members Table

The following table lists the members exposed by the **BookmarkEventArgs** object. Click a tab on the left to choose the type of member you want to view.



Inheritance Hierarchy

BookmarkEventArgs

Class Information

Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

Str ng System.Speech, Version=6.0.4044.0, Culture=neutral,

Name PublicKeyToken=365143bb27e7ac8b

BookmarkEventArgs Class

Note: This documentation is preliminary and is subject to change.

Provides data for the BookmarkReached event.

Definition

Visual Basic Public Class BookmarkEventArgs

Inherits SpeechEventArgs

C# public class BookmarkEventArgs : <u>SpeechEventArgs</u>

Managed C++ public __gc class BookmarkEventArgs : public <u>SpeechEventArgs</u>

JScript public class BookmarkEventArgs extends SpeechEventArgs

Members Table

The following table lists the members exposed by the **BookmarkEventArgs** object. Click a tab on the left to choose the type of member you want to view.

| Methods | | Show All |
|------------|----------------------------|--|
| Show: | Method | Description |
| Fields | <u>BookmarkEventArgs</u> | Initializes a new instance of the BookmarkEventArgs class. |
| | Equals 😂 | Inherited from <u>Object</u> ⊕ +. |
| Methods | <u>Finalize</u> ⊕ + | Inherited from <u>Object</u> ⊕. |
| Properties | GetHashCode €+ | Inherited from Object 😂. |
| | <u>GetType</u> €→ | Inherited from <u>Object</u> ⊕• . |
| | <u>MemberwiseClone</u> €→ | Inherited from <u>Object</u> |
| | ReferenceEquals 😂 | Inherited from <u>Object</u> ⊕ +. |
| | ToString €→ | Inherited from Object 😂. |
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Inheritance Hierarchy



Class Information

Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

Strong System.Speech, Version=6.0.4044.0, Culture=neutral,

Name PublicKeyToken=365143bb27e7ac8b

BookmarkEventArgs Class

Note: This documentati n is preliminary and is subject to change.

Provides data for the BookmarkReached event.

Definition

Visual Basic Public Class BookmarkEventArgs

Inherits SpeechEventArgs

C# public class BookmarkEventArgs : <u>SpeechEventArgs</u>

Managed C++ public __gc class BookmarkEventArgs : public <u>SpeechEventArgs</u>

JScript public class BookmarkEventArgs extends <u>SpeechEventArgs</u>

Members Table

The following table lists the members exposed by the **BookmarkEventArgs** object. Click a tab on the left to choose the type of member you want to view.

| Properties | | | Show All | |
|------------|----------------------|---|--------------------|--------|
| Show: | Property | Description | | |
| Fields | <u>AudioPosition</u> | Gets the time the event occurred, relative to | the start of the s | tream. |
| Methods | | Inherited from <u>SpeechEventArgs</u> . | | |
| Properties | <u>Tag</u> | Gets an application-supplied object reference | | |
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Inheritance Hierarchy



Class Information

 Namespace
 System.Speech.Recognition

 Assembly
 System.Speech (system.speech.dll)

Strong System.Speech, Version=6.0.4044.0, Culture=neutral, Name PublicKeyToken=365143bb27e7ac8b

Category Class

Note: This d cumentation is preliminary and is subject t change.

Represents a type of recognition of a speech synthesis resource.

Definition

Visual Basic

Public Class Category

Inherits Object

C#

public class Category: Object

Managed C++ public __gc class Category : public Object

JScript

public class Category extends Object

Members Table

The following table lists the members exposed by the Category object. Click a tab on the left to choose the type of member you want to view.

| Methods | No. | Show All |
|------------|--|--|
| Show: | Method | Description |
| Methods | Category | Creates a new Command subcategory. |
| | <u>Dispose</u> | · |
| Properties | Equals 😂 | Inherited from <u>Object</u> |
| | <u>Finalize</u> | Implements the actions required to destruct an instance of the Category class. |
| | <u>GetHashCode</u> €+ | Inherited from Object 😂. |
| | <u>GetType</u> ⊕+ | Inherited from <u>Object</u> 😂. |
| | MemberwiseClone | Inherited from <u>Object</u> ⊕+. |
| 1.10 | ReferenceEquals 😂 | Inherited from Object 😂. |
| | ToString €+ | Inherited from <u>Object</u> ⊕+ . |
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Inheritance Hierarchy



Class Information

Namespace

System.Speech.Recognition

Assembly

System.Speech (system.speech.dll)

Strong

System.Speech, Version=6.0.4044.0, Culture=neutral,

Name

PublicKeyToken=365143bb27e7ac8b

Category Class

Note: This documentation is preliminary and is subject t change.

Represents a type of recognition of a speech synthesis resource.

Definition

Visual Basic

Public Class Category

Inherits Object

C#

public class Category : Object

Managed C++ public __gc class Category : public Object

JScript

public class Category extends Object

Members Table

The following table lists the members exposed by the **Category** object. Click a tab on the left to choose the type of member you want to view.

| Properties | | Show All |
|-------------------|-------------------------|---|
| Show: | Property | Description |
| Methods | Command | Returns the predefined Command category. |
| | - <u>Dictation</u> | Returns the predefined Dictation category. |
| Properties | <u>Icon</u> | Gets or sets the icon representing the category. |
| | <u>IsActive</u> | Gets or sets a value that specifies whether the category is enabled. |
| | <u>IsPrefixRequired</u> | Gets or sets a value that specifies whether a prefix is required to access grammars associated with the category. |
| | <u>Name</u> | Gets or sets the name of the category. |
| | <u>Prefix</u> | Gets or sets the prefix for accessing grammars associated with the category. |
| | | |

Inheritance Hierarchy



Class Information

Namespace

System.Speech.Recognition

Assembly

System.Speech (system.speech.dll)

Strong

System.Speech, Version=6.0.4044.0, Culture=neutral,

Name

PublicKeyToken=365143bb27e7ac8b

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CommandRecognitionEventArgs Class

Note: This documentation is preliminary and is subject to change.

Provides data for the CommandRecognition event in the Command and CommandSet objects.

Definition

Visual Basic Public Class CommandRecognitionEventArgs

Inherits SpeechEventArgs

C#

public class CommandRecognitionEventArgs: SpeechEventArgs

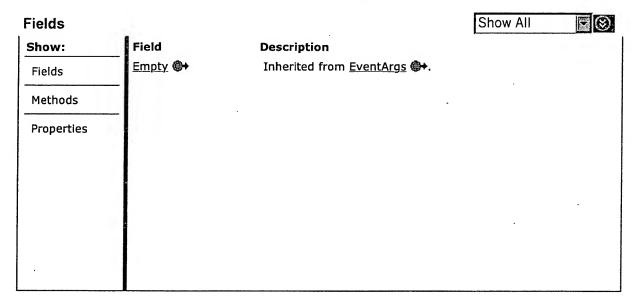
Managed C++ public __gc class CommandRecognitionEventArgs : public <u>SpeechEventArgs</u>

JScript

public class CommandRecognitionEventArgs extends SpeechEventArgs

Members Table

The following table lists the members exposed by the **CommandRecognitionEventArgs** object. Click a tab on the left to choose the type of member you want to view.



Inheritance Hierarchy



CommandRecognitionEventArgs

Class Information

Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

Strong System.Speech, Version=6.0.4044.0, Culture=neutral,

Name PublicKeyToken=365143bb27e7ac8b

CommandRecognitionEventArgs Class

Note: This documentation is preliminary and is subject to change.

Provides data for the CommandRecognition event in the Command and CommandSet objects.

Definition

Visual Basic Public Class CommandRecognitionEventArgs

Inherits SpeechEventArgs

C# public class CommandRecognitionEventArgs : SpeechEventArgs

Managed C++ public __gc class CommandRecognitionEventArgs : public <u>SpeechEventArgs</u>

JScript public class CommandRecognitionEventArgs extends SpeechEventArgs

Members Table

The following table lists the members exposed by the **CommandRecognitionEventArgs** object. Click a tab on the left to choose the type of member you want to view.

| Methods | | | Show All | 8 |
|------------|---------------------------------|---|----------|----------|
| Show: | Method | Description | | |
| Fields | CommandRecognitionEventArgs | Initializes a new instance of CommandRecognitionEvent | | |
| Methods | Equals 😂 | Inherited from Object 😂. | , | |
| Properties | <u>Finalize</u> ⊕ | Inherited from Object 😂. | | |
| Properties | <u>GetHashCode</u> © | Inherited from Object 😂. | | |
| | <u>GetType</u> ⊕ | Inherited from Object 😂. | | |
| | MemberwiseClone 😂 | Inherited from Object 😂. | | |
| | ReferenceEquals 😂 | Inherited from Object 😂. | | |
| | <u>ToString</u> ⊕+ | Inherited from Object 😂. | | |
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Inheritance Hierarchy



Class Information

Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

Strong System.Speech, Version=6.0.4044.0, Culture=neutral,

Name PublicKeyToken=365143bb27e7ac8b

CommandRecognitionEventArgs Class

Note: This documentation is preliminary and is subject to change.

Provides data for the CommandRecognition event in the Command and CommandSet objects.

Definition

Visual Basic Public Class CommandRecognitionEventArgs

Inherits SpeechEventArgs

C#

public class CommandRecognitionEventArgs : SpeechEventArgs

Managed C++ public __gc class CommandRecognitionEventArgs : public <u>SpeechEventArgs</u>

JScript

public class CommandRecognitionEventArgs extends SpeechEventArgs

Members Table

The following table lists the members exposed by the **CommandRecognitionEventArgs** object. Click a tab on the left to choose the type of member you want to view.

| Properties | | · | Show All | 9 |
|------------|--|---|------------------|-----------|
| Show: | Property | Description | | |
| Fields | AudioPosition | Gets the time the event occurred, relative to | the start of the | e stream. |
| Methods | | Inherited from SpeechEventArgs. | | |
| Properties | | | · | |
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Inheritance Hierarchy



CommandRecognitionEventArgs

Class Information

Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

Strong System.Speech, Version=6.0.4044.0, Culture=neutral,

Name PublicKeyToken=365143bb27e7ac8b

DictationGrammar Class

Note: This documentation is preliminary and is subject to change.

Contains individual rules and dictation grammars.

Definition

Visual Basic Public Class DictationGrammar

Inherits Grammar

C# public class DictationGrammar : Grammar

Managed C++ public __gc class DictationGrammar : public <u>Grammar</u>

JScript public class DictationGrammar extends Grammar

Members Table

The following table lists the members exposed by the **DictationGrammar** object. Click a tab on the left to choose the type of member you want to view.

| Events | | Show All |
|------------|----------------------------|---|
| Show: | Event | Description |
| Events | <u>Hypothesis</u> | Occurs when a spoken phrase is partially recognized. Inherited from <u>Grammar</u> . |
| Methods | NoRecognition | Occurs when a spoken phrase is not recognized. |
| Properties | | Inherited from <u>Grammar</u> . |
| | <u>Recognition</u> | Occurs when a spoken phrase is successfully recognized. Inherited from <u>Grammar</u> . |
| | <u>RejectedRecognition</u> | Occurs when a spoken phrase is recognized with low confidence. |
| | 1 , | Inherited from <u>Grammar</u> . |
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Inheritance Hierarchy



Grammar

DictationGrammar

Class Information

Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

by steinibpeden (systeinispedenan)

Str ng System.Speech, Version=6.0.4044.0, Culture=neutral,
Name PublicKeyToken=365143bb27e7ac8b

DictationGrammar Class

Note: This documentation is preliminary and is subject to change.

Contains individual rules and dictation grammars.

Definition

Visual Basic Public Class DictationGrammar

Inherits Grammar

C# public class DictationGrammar : Grammar

Managed C++ public __gc class **DictationGrammar** : public <u>Grammar</u>

JScript public class DictationGrammar extends <u>Grammar</u>

Members Table

The following table lists the members exposed by the **DictationGrammar** object. Click a tab on the left to choose the type of member you want to view.

| Methods | | Show All |
|------------|------------------------------------|--|
| Show: | Method | Description |
| Events | DictationGrammar | Initializes the DictationGrammar class. |
| | Dispose | Inherited from <u>Grammar</u> . |
| Methods | Equals 😂 | Inherited from Object . |
| Properties | <u>Finalize</u> | Releases unmanaged resources and performs other cleanup operations before this instance of the Grammar class is reclaimed by garbage collection. |
| | | Inherited from <u>Grammar</u> . |
| | <u>GetHashCode</u> €+ | Inherited from <u>Object</u> ⊕ +. |
| | GetType ⊕+ | Inherited from <u>Object</u> ⊕ +. |
| | <u>Load</u> | Loads a grammar from the specified source URI. |
| | | Inherited from <u>Grammar</u> . |
| | <u>Load</u> | Loads a grammar from a stream. |
| | <u>MemberwiseClone</u> ⊕ | Inherited from <u>Object</u> ⊕. |
| . 4 33 | ReferenceEquals | Inherited from <u>Object</u> ⊕. |
| | <u>ToString</u> ⊕+ | Inherited from Object . |

Inheritance Hierarchy

Class Information

Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

Strong System.Speech, Version=6.0.4044.0, Culture=neutral,

Name PublicKeyToken=365143bb27e7ac8b

DictationGrammar Class

Note: This documentation is preliminary and is subject to change.

Contains individual rules and dictation grammars.

Definition

Visual Basic Public Class DictationGrammar

Inherits **Grammar**

C# public class DictationGrammar : Grammar

Managed C++ public __gc class DictationGrammar : public <u>Grammar</u>

JScript public class **DictationGrammar** extends <u>Grammar</u>

Members Table

The following table lists the members exposed by the **DictationGrammar** object. Click a tab on the left to choose the type of member you want to view.

| Properties | | Show All |
|------------|--------------------------|--|
| Show: | Property | Description |
| Events | AllowUpdateOnRecognition | Gets or sets a value that specifies whether the recognition engine temporarily pauses recognition |
| Methods | 10 | processing while the Recognition event is being processed. |
| Properties | <u>BaseUri</u> | Gets or sets a base URI from which relative paths to rulerefs can be resolved. |
| | | Inherited from Grammar. |
| | <u>Category</u> | Gets or sets the category the grammar is associated with. |
| | | Inherited from <u>Grammar</u> . |
| | <u>IsActive</u> | Gets or sets a value that specifies whether the grammar is active or not. |
| | <u>ListTextBuffer</u> | Inherited from <u>Grammar</u> . |
| | | Like the TextBuffer, this is used with the <textbuffer> element to allow a user to speak a sub-string of text. This field is different because any sub-string of an array of strings can be spoken.</textbuffer> |
| | | Inherited from <u>Grammar</u> . |
| | <u>Name</u> | Gets or sets the name of a grammar contained in a GrammarGroup or RecognitionResults. |
| | M A | Inherited from <u>Grammar</u> . |
| | <u>PreceedingText</u> | Gets or sets text to insert immediately before the current selection in the document. |
| | Recognizer | Gets or sets the speech recognizer that hosts this grammar. |

| | Inherited from <u>Grammar</u> . |
|---------------------|---|
| RootRule | Gets the root rule of the grammar. |
| | Inherited from <u>Grammar</u> . |
| <u>SelectedText</u> | Gets or sets selected text in the document. |
| <u>SharingUri</u> | Gets or sets a name to use in rulerefs when referencing this grammar from other grammars. |
| | Inherited from <u>Grammar</u> . |
| SubsequentText | Gets or sets text to insert immediately after the current selection in the document. |
| <u>TextBuffer</u> | Gets or sets the text from which a sub-range can be selected. |
| | Inherited from <u>Grammar</u> . |
| <u>Topic</u> | Gets the current dictation topic. |
| TopLevelRules | Gets the collection of rules contained by this instance of the Grammar class. Inherited from Grammar. |

Inheritance Hierarchy

Object 🕪

Grammar

DictationGrammar

Class Information

Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

Strong System.Speech, Version=6.0.4044.0, Culture=neutral,

Name PublicKeyToken=365143bb27e7ac8b

DisplayToken Class

Note: This documentati n is preliminary and is subject to change.

Represents a token, in western languages this is typically a word, that was recognized by the speech recognizer.

Definition

Visual Basic

Public Class DisplayToken

Inherits Object

C#

public class DisplayToken: Object

Managed C++ public __gc class DisplayToken : public Object

JScript

public class DisplayToken extends Object

Members Table

The following table lists the members exposed by the **DisplayToken** object. Click a tab on the left to choose the type of member you want to view.

| Methods | | Show All 🕞 🕲 |
|------------|-------------------------------|-------------------------------------|
| Show: | Method | Description |
| Methods | Equals 🕪 | Inherited from <u>Object</u> ⊕+. |
| | Finalize 😂 | Inherited from <u>Object</u> ⊕. |
| Properties | <u>GetHashCode</u> € → | Inherited from <u>Object</u> ⊕. |
| | <u>GetType</u> € + | Inherited from Object ⊕. |
| | MemberwiseClone | Inherited from <u>Object</u> ⊕. |
| | ReferenceEquals 😂 | Inherited from <u>Object</u> ⊕. |
| | <u>ToString</u> | Gets the display text of the token. |
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Inheritance Hierarchy

Object 💝 DisplayToken

Class Information

Namespace System.Speech.Recognition

Assembly

System.Speech (system.speech.dll)

Strong

System.Speech, Version=6.0.4044.0, Culture=neutral,

Name

PublicKeyToken=365143bb27e7ac8b

DisplayToken Class

Note: This documentation is preliminary and is subject to change.

Represents a token, in western languages this is typically a word, that was recognized by the speech recognizer.

Definition

Visual Basic Public Class DisplayToken

Inherits Object

C# public class DisplayToken: Object

Managed C++ public __gc class DisplayToken : public <u>Object</u>

JScript public class DisplayToken extends Object

Members Table

The following table lists the members exposed by the DisplayToken object. Click a tab on the left to choose the type of member you want to view.

| Properties | | Show All |
|-----------------------|---------------------|--|
| Show: | Property | Description |
| Methods | <u>Audio</u> | Gets the captured audio that corresponds to this recognized token. |
| Properties Properties | <u>LeadingSpace</u> | Gets the leading space requirements for this token. |
| | <u>SpokenTokens</u> | Gets the collection of tokens that that was recognized by the speech recognizer. |
| | <u>Text</u> | Gets the display text of the token. |
| | TrailingSpace | Gets the trailing space requirements for this token. |
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Inheritance Hierarchy



Class Information

Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

Strong System.Speech, Version=6.0.4044.0, Culture=neutral,

Name PublicKeyToken=365143bb27e7ac8b

DisplayTokenCollection Class

Note: This documentation is preliminary and is subject to change.

Represents a collection of recognized tokens.

Definition

Visual Basic Public Class DisplayTokenCollection

Inherits ReadOnlyCollectionBase

C# public class **DisplayTokenCollection**: <u>ReadOnlyCollectionBase</u>

Managed C++ public __gc class DisplayTokenCollection : public <u>ReadOnlyCollectionBase</u>

JScript public class DisplayTokenCollection extends ReadOnlyCollectionBase

Members Table

The following table lists the members exposed by the **DisplayTokenCollection** object. Click a tab on the left to choose the type of member you want to view.

| Methods | £. | Show All |
|------------|---------------------------------|---|
| Show: | Method | Description |
| Methods | Equals 😂 | Inherited from Object 😝. |
| | <u>Finalize</u> 😂 | Inherited from <u>Object</u> |
| Properties | <u>GetAlternates</u> | Gets a collection of alternates specified by a range of tokens in the result. |
| · | <u>GetAudio</u> | Gets the captured audio that corresponds to the specified range of tokens in this collection. $ \\$ |
| | <u>GetEnumerator</u> ⊕ + | Inherited from ReadOnlyCollectionBase 😂. |
| | <u>GetHashCode</u> | Inherited from Object ⊕. |
| | <u>GetText</u> | Gets the text that the specified range of tokens represents. |
| | <u>GetType</u> ⊕+ | Inherited from <u>Object</u> ⊕+. |
| | MemberwiseClone | Inherited from <u>Object</u> ⊕. |
| | ReferenceEquals 😂 | Inherited from <u>Object</u> ⊕. |
| · | <u>ToString</u> ⊕+ | Inherited from <u>Object</u> ⊕. |

Inheritance Hierarchy



Class Information

Namespace System:Speech.Recognition

Assembly System.Speech (system.speech.dll)

Strong System.Speech, Version=6.0.4044.0, Culture=neutral,

Name PublicKeyToken=365143bb27e7ac8b

DisplayTokenCollection Class

Note: This documentation is preliminary and is subject to change.

Represents a collection of recognized tokens.

Definition

Visual Basic Public Class DisplayTokenCollection

Inherits ReadOnlyCollectionBase

C# public class **DisplayTokenCollection** : <u>ReadOnlyCollectionBase</u>

Managed C++ public __gc class DisplayTokenCollection : public <u>ReadOnlyCollectionBase</u>

JScript public class DisplayTokenCollection extends <u>ReadOnlyCollectionBase</u>

Members Table

The following table lists the members exposed by the **DisplayTokenCollection** object. Click a tab on the left to choose the type of member you want to view.

| Properties | | Show All |
|------------|----------------------|---|
| Show: | Property | Description |
| Methods | <u>Audio</u> | Gets the captured audio that corresponds to this collection of recognized tokens. |
| Properties | Count €+ | Inherited from ReadOnlyCollectionBase 😂. |
| | InnerList 😂 | Inherited from ReadOnlyCollectionBase 😂. |
| | <u>Item</u> | Gets the token at the specified position. |
| | <u>LeadingSpace</u> | Gets the leading space requirements for this fragment of text. |
| | <u>Text</u> | Gets the text that this collection of token represents. |
| | <u>TrailingSpace</u> | Gets the trailing space requirements for this fragment of text. |
| | | |
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Inheritance Hierarchy

Object
ReadOnlyCollectionBase

DisplayTokenCollection

Class Information

Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

Strong System.Speech, Version=6.0.4044.0, Culture=neutral,

Name PublicKeyToken=365143bb27e7ac8b

GrammarCollection Class

Note: This documentation is preliminary and is subject to change.

Represents a collection of Grammar objects.

Definition

Visual Basic Public Class GrammarCollection

Inherits **Object**

Implements ICollection, IEnumerable, IList

C#

public class GrammarCollection: Object,

ICollection, IEnumerable, IList

Managed C++ public __gc class GrammarCollection : public Object,

ICollection, IEnumerable, IList

JScript

public class **GrammarCollection** extends *Object* implements IList, ICollection, IEnumerable

Members Table

The following table lists the members exposed by the **GrammarCollection** object. Click a tab on the left to choose the type of member you want to view.

| Methods | | Show All 🔀 🙈 |
|------------|-----------------------------|---|
| Show: | Method | Description |
| Methods | <u>Add</u> | Adds a new Grammar with the specified name to the collection. |
| Properties | <u>Clear</u> | Removes all objects from the collection. |
| | <u>Contains</u> | Determines whether the collection contains a specific grammar. |
| | <u>СоруТо</u> | Copies the elements of the collection to an array, starting at the specified index in the array. |
| | Equals 😂 | Inherited from <u>Object</u> ⊕• . |
| | <u>Finalize</u> €+ | Inherited from <u>Object</u> ⊕• . |
| | <u>GetEnumerator</u> | Returns a System.Collections.IEnumerator-implemented object that contains all Grammar objects within the GrammarCollection. |
| | <u>GetHashCode</u> ⊕ | Inherited from <u>Object</u> ⊕ •. |
| | GetType ⊕ + | Inherited from <u>Object</u> �+. |
| | <u>IList.Add</u> | |
| | IList.Contains | |
| | IList.IndexOf | |
| | IList.Insert | |
| | <u>IList.Remove</u> | |
| | <u>IndexOf</u> | Determines the index of a specific grammar in the collection. |
| 0 1 | <u>Insert</u> | Inserts a grammar into the collection at the specified position. |
| | MemberwiseClone | Inherited from <u>Object</u> ⊕. |
| | ReferenceEquals | Inherited from <u>Object</u> ⊕. |
| | <u>Remove</u> | |

| CTHECKER AND PROPERTY. | | Removes the first occurrence of the specified grammar from the collection. |
|------------------------|---------------|--|
| Rem | <u>noveAt</u> | Removes the specified item from the collection. |
| . <u>ToSt</u> | tring 😂 | Inherited from Object 😂. |

Inheritance Hierarchy

Object 😂

GrammarCollection

Class Information

Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

Strong System.Speech, Version=6.0.4044.0, Culture=neutral,

Name PublicKeyToken=365143bb27e7ac8b

GrammarCollection Class

Note: This d cumentati n is preliminary and is subject to change.

Represents a collection of Grammar objects.

Definition

Visual Basic Public Class GrammarCollection

Inherits Object

Implements ICollection, IEnumerable, IList

C#

public class GrammarCollection: Object,

ICollection, IEnumerable, IList

Managed C++ public __gc class GrammarCollection : public Object,

ICollection, IEnumerable, IList

JScript

public class **GrammarCollection** extends <u>Object</u> implements <u>IList</u>, <u>ICollection</u>, <u>IEnumerable</u>

Members Table

The following table lists the members exposed by the **GrammarCollection** object. Click a tab on the left to choose the type of member you want to view.

| Properties | | Show All |
|------------|-----------------------|--|
| Show: | Property | Description |
| Methods | <u>Count</u> | Gets the number of items in this collection. |
| Properties | <u>IsFixedSize</u> | Gets a value that specifies whether the collection has a fixed size. |
| | <u>IsReadOnly</u> | Gets a value that specifies whether the collection is read-only. |
| | <u>IsSynchronized</u> | Gets a value indicating whether access to the collection is thread- safe. |
| | <u>Item</u> | Gets or sets the Grammar at the specified index. |
| | <u>SyncRoot</u> | Gets an object that can be used to synchronize access to the collection. |
| | | |

Inheritance Hierarchy



GrammarCollection

Class Information

Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

Strong System.Speech, Version=6.0.4044.0, Culture=neutral,

Name PublicKeyToken=365143bb27e7ac8b

Grammar Class

Note: This d cumentation is preliminary and is subject to change.

The Grammar class is a logical housing for individual recognition rules and dictation grammars

Definition

Visual Basic Public Class Grammar

Inherits Object

Implements IDisposable

C#

public class Grammar: Object,

<u>IDisposable</u>

Managed C++ public __gc class Grammar : public Object,

<u>IDisposable</u>

JScript

public class Grammar extends Object

implements *IDisposable*

Members Table

The following table lists the members exposed by the **Grammar** object. Click a tab on the left to choose the type of member you want to view.

| Events | | | Show All | A 8 |
|------------|----------------------|--|--|------------|
| Show: | Event | Description | | |
| Events | <u>Hypothesis</u> | Occurs when a spoken phrase is partial | ly recognized. | |
| Methods | <u>NoRecognition</u> | Occurs when a spoken phrase is not rec | cognized. | |
| | Recognition | Occurs when a spoken phrase is succes | sfully recognized | t. |
| Properties | RejectedRecognition | Occurs when a spoken phrase is recogn | ized with low co | nfidence. |
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Inheritance Hierarchy



Grammar

<u>DictationGrammar</u> <u>SrgsGrammar</u>

Class Information

Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

Str ng System.Speech, Version=6.0.4044.0, Culture=neutral,

Name

PublicKeyToken=365143bb27e7ac8b

Grammar Class -

Note: This documentati n is preliminary and is subject to change.

The Grammar class is a logical housing for individual recognition rules and dictation grammars

Definition

Public Class Grammar **Visual Basic**

Inherits *Object*

Implements *IDisposable*

C#

public class Grammar: Object,

<u>IDisposable</u>

Managed C++ public __gc class Grammar : public Object,

<u>IDisposable</u>

JScript

public class Grammar extends Object

implements *IDisposable*

Members Table

The following table lists the members exposed by the Grammar object. Click a tab on the left to choose the type of member you want to view.

| Methods | | Show All | 9 |
|--|-------------------|---|---|
| Show: | Method | Description | |
| Events | <u>Dispose</u> | | |
| ************************************** | Equals 😂 | Inherited from <u>Object</u> 😂. | |
| Methods - | <u>Finalize</u> | Releases unmanaged resources and performs other cleanup | |
| Properties | V. | operations before this instance of the Grammar class is | |
| | * | reclaimed by garbage collection. | |
| - | GetHashCode 😂 | Inherited from <u>Object</u> ⊕. | |
| | GetType €+ | Inherited from <u>Object</u> ⊕ •. | |
| 6 | <u>Grammar</u> | Initializes a new instance of the Grammar class. | |
| | <u>Load</u> | Loads a grammar from the specified source URI. | |
| | MemberwiseClone | Inherited from <u>Object</u> ⊕. | |
| | ReferenceEquals | Inherited from <u>Object</u> | |
| | <u>ToString</u> 😂 | Inherited from <u>Object</u> ⊕ •. | |

Inheritance Hierarchy

Object * Grammar

> **DictationGrammar** <u>SrgsGrammar</u>

Class Information

Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

System.Speech, Version=6.0.4044.0, Culture=neutral, Strong

Name PublicKeyToken=365143bb27e7ac8b

Grammar Class

Note: This documentation is preliminary and is subject to change.

The Grammar class is a logical housing for individual recognition rules and dictation grammars

Definition

Visual Basic Public Class Grammar

Inherits Object

Implements *IDisposable*

C#

public class Grammar: Object,

<u>IDisposable</u>

Managed C++ public __gc class Grammar : public Object,

<u>IDisposable</u>

JScript

public class Grammar extends Object

implements *IDisposable*

Members Table

The following table lists the members exposed by the **Grammar** object. Click a tab on the left to choose the type of member you want to view.

| Properties | | Show All 💆 🗟 | |
|------------|--|--|--|
| Show: | Property | Description | |
| Events | AllowUpdateOnRecognition | Gets or sets a value that specifies whether the recognition engine will pause its recognition processing | |
| Methods | A principal section of the section o | while the Recognition event is being processed. | |
| Properties | <u>BaseUri</u> | Gets or sets a base URI from which relative paths to rulerefs can be resolved. | |
| | <u>Category</u> | Gets or sets the category the grammar is associated with | |
| | <u>IsActive</u> | Gets or sets a value that specifies whether the grammar is active or not. | |
| | <u>ListTextBuffer</u> | Like the TextBuffer, this is used with the <textbuffer> element to allow a user to speak a sub-string of text. This field is different because any sub-string of an array of strings can be spoken.</textbuffer> | |
| | <u>Name</u> | Gets or sets the name of a grammar contained in a GrammarGroup or RecognitionResults. | |
| | <u>Recognizer</u> | Gets or sets the speech recognizer that hosts this grammar. | |
| . 4 | <u>RootRule</u> | Gets the root rule of the grammar. | |
| | <u>SharingUri</u> | Gets or sets a name to use in rulerefs when referencing this grammar from other grammars. | |
| | <u>TextBuffer</u> | Gets or sets the text from which a sub-range can be selected. | |

TopLevelRules

Gets the collection of rules contained by this instance of the Grammar class.

Inheritance Hierarchy

Object ⊕+

Grammar

<u>DictationGrammar</u> <u>SrgsGrammar</u>

Class Information

Namespace

System.Speech.Recognition

Assembly

System.Speech (system.speech.dll)

Strong

System.Speech, Version=6.0.4044.0, Culture=neutral,

Name

PublicKeyToken=365143bb27e7ac8b

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InterferenceEventArgs Class

Note: This documentation is preliminary and is subject to change.

Provides data for the Interference event.

Definition

Visual Basic

Public Class InterferenceEventArgs

Inherits SpeechEventArgs

C#

public class InterferenceEventArgs: SpeechEventArgs

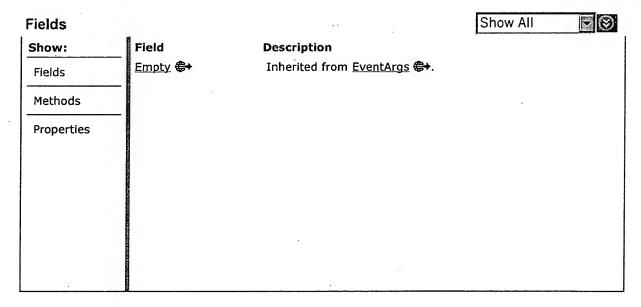
Managed C++ public __gc class InterferenceEventArgs : public SpeechEventArgs

JScript

public class InterferenceEventArgs extends SpeechEventArgs

Members Table

The following table lists the members exposed by the InterferenceEventArgs object. Click a tab on the left to choose the type of member you want to view.



Inheritance Hierarchy



SpeechEventArgs

InterferenceEventArgs

Class Information

Namespace

System.Speech.Recognition

Assembly

System.Speech (system.speech.dll)

Strong

System.Speech, Version=6.0.4044.0, Culture=neutral,

Name

PublicKeyToken=365143bb27e7ac8b

InterferenceEventArgs Class

Note: This documentation is preliminary and is subject to change.

Provides data for the Interference event.

Definition

Visual Basic

Public Class InterferenceEventArgs

Inherits SpeechEventArgs

C#

public class InterferenceEventArgs: SpeechEventArgs

Managed C++ public __gc class InterferenceEventArgs : public <u>SpeechEventArgs</u>

public class InterferenceEventArgs extends SpeechEventArgs

Members Table

The following table lists the members exposed by the InterferenceEventArgs object. Click a tab on the left to choose the type of member you want to view.

| Methods | | | Show All | 5 ⊗ |
|------------|------------------------------|--|----------------|------------|
| Show: | Method | Description | | |
| Fields | Equals 😂 | Inherited from <u>Object</u> ⊕ +. | | |
| | <u>Finalize</u> € + | Inherited from <u>Object</u> ©+ . | | |
| Methods | <u>GetHashCode</u> €+ | Inherited from Object 😂. | | |
| Properties | <u>GetType</u> € → | Inherited from Object 😂. | | |
| | <u>InterferenceEventArgs</u> | Initializes a new instance of the Inte | rferenceEventA | rgs class. |
| | MemberwiseClone 😂 | Inherited from Object 😂. | | |
| | ReferenceEquals ⊕+ | Inherited from Object 😂. | | |
| | ToString €+ | Inherited from <u>Object</u> ⊜+ . | | |
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Inheritance Hierarchy



Class Information

Namespace

System.Speech.Recognition

Assembly

System.Speech (system.speech.dll)

Strong

System.Speech, Version=6.0.4044.0, Culture=neutral,

Name

PublicKeyToken=365143bb27e7ac8b

InterferenceEventArgs Class

Note: This documentation is preliminary and is subject to change.

Provides data for the Interference event.

Definition

Visual Basic

Public Class InterferenceEventArgs

Inherits SpeechEventArgs

C#

public class InterferenceEventArgs : SpeechEventArgs

Managed C++ public __gc class InterferenceEventArgs : public SpeechEventArgs

JScript

public class InterferenceEventArgs extends SpeechEventArgs

Members Table

The following table lists the members exposed by the InterferenceEventArgs object. Click a tab on the left to choose the type of member you want to view.

| Properties | | | Show All | |
|------------|----------------------|---|------------------|---------|
| Show: | Property | Description | | |
| Fields | <u>AudioPosition</u> | Gets the time the event occurred, relative to | the start of the | stream. |
| Methods | | Inherited from <u>SpeechEventArgs</u> . | | |
| Properties | <u>Interference</u> | Gets the interference type. | | |
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Inheritance Hierarchy



InterferenceEventArgs

Class Information

Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

Strong

System.Speech, Version=6.0.4044.0, Culture=neutral,

Name

PublicKeyToken=365143bb27e7ac8b

LocalRecognizer Class

Note: This documentati n is preliminary and is subject to change.

This class allows applications to create a private instance of a Recognizer in their own address space.

Definition

Visual Basic Public Class LocalRecognizer .

Inherits Object

Implements IDisposable, IRecognizer

C#

public class LocalRecognizer: Object,

IDisposable, IRecognizer

Managed C++ public __gc class LocalRecognizer : public Object,

IDisposable, IRecognizer

JScript

public class LocalRecognizer extends Object

implements *IRecognizer*, *IDisposable*

Members Table

The following table lists the members exposed by the **LocalRecognizer** object. Click a tab on the left to choose the type of member you want to view.

| Events | | | Show All | 38 |
|------------|---------------------------------|--|--------------------|---------|
| Show: | Event | Description | | |
| Events | <u>AudioContentChanged</u> | Occurs when the type of signal ir changed. | the audio input | , |
| Methods | <u>Bookmark</u> | Occurs when a bookmark is reach | hed. | |
| Properties | <u>Hypothesis</u> | Occurs when a spoken phrase is | partially recogniz | ed. |
| | <u>InterferenceDetected</u> | Occurs when the speech recognit interference in the input audio st | • | inters |
| | <u>NoRecognition</u> | Occurs when a spoken phrase is | not recognized. | |
| | Recognition . | Occurs when a spoken phrase is | successfully reco | gnized. |
| | <u>RecognizeCompleted</u> | Occurs when recognition is comp | lete. | |
| | <u>RecognizeProgressChanged</u> | Occurs when recognition progress | s is made. | |
| | <u>RecognizerStateChanged</u> | Occurs when recognition starts, or recognition is canceled, paused, or | • • | l , |
| | <u>RejectedRecognition</u> | Occurs when a spoken phrase is confidence. | recognized with I | ow |
| | <u>Update</u> | Occurs when the Update button is | s clicked. | |

Inheritance Hierarchy



LocalRecognizer

Remarks

Unlike the SystemRecognizer which is shared with other processes on the system, the LocalRecognizer is totally under the control of the process that creates it.

Each instance of the LocalRecognizer class represents a single recognition engine. The application can connect to each recognition engine one or more recognition contexts, from which the application can control the recognition grammars to be used, start and stop recognition, and receive events and recognition results. A standard application may not need to call many of the methods on this class as the default settings are likely satisfactory.

Class Information

Namespace System.Speech.Recognition

System.Speech (system.speech.dll) Assembly

Strong System.Speech, Version=6.0.4044.0, Culture=neutral,

Name PublicKeyToken=365143bb27e7ac8b

LocalRecognizer Class

Note: This documentation is preliminary and is subject to change.

This class allows applications to create a private instance of a Recognizer in their own address space.

Definition

Visual Basic Public Class LocalRecognizer

Inherits Object

Implements IDisposable, IRecognizer

C#

public class LocalRecognizer: Object,

IDisposable, IRecognizer

Managed C++ public __gc class LocalRecognizer : public Object,

IDisposable, IRecognizer

JScript

public class LocalRecognizer extends Object

implements IRecognizer, IDisposable

Members Table

The following table lists the members exposed by the **LocalRecognizer** object. Click a tab on the left to choose the type of member you want to view.

| Viethods | 90 | Show All |
|------------|-------------------------------|---|
| Show: | Method | Description |
| Events | AdaptLanguageModel | Passes a block of text to the recognition engine which can be |
| Methods | | used to adapt the active language models. |
| Properties | - <u>CancelRecognizeAsync</u> | Cancels the currently executing asynchronous operation. If neasynchronous operation is currently executing, nothing happens. |
| | <u>Dispose</u> | Releases SAPI resources. |
| | <u>EmulateRecognize</u> | Simulates a speech recognition event by assuming the specified text was spoken. |
| | Equals 🕪 | Inherited from Object 😂. |
| | <u>Finalize</u> ♦ | Inherited from <u>Object</u> ⊕ •. |
| | GetHashCode € | Inherited from Object . |
| | GetType ⊕ → | Inherited from <u>Object</u> ⊕. |
| | <u>InsertBookmark</u> | Sets a bookmark at a particular stream position. |
| | <u>InsertBookmarkAhead</u> | Sets a bookmark at a particular time ahead of the current audio position. |
| | <u>LocalRecognizer</u> | Creates a new default LocalRecognizer. |
| | MemberwiseClone 🕪 | Inherited from Object ⊕. |
| | <u>Recognize</u> | Begins synchronous recognition, which terminates when a phrase has been recognized or after timeout. |
| | <u>RecognizeAsync</u> | Begins asynchronous recognition. Calling RecognizeAsync() while a previous RecognizeAsync() is still executing will block until the previous operation completes. |
| | ReferenceEquals 😂 | Inherited from Object 😂. |

| ReguestUpdate | Requests an update as soon as the engine can accept it. The system will fire the Update event once the recognizer is ready to receive updates. |
|---------------------------|--|
| RequestUpdateAhead | Requests an update as soon as the engine can accept it. The system will fire the Update event once the recognizer is ready to receive updates. |
| <u>StopRecognizeAsync</u> | Stops the asynchronous recognition operation for Single and Multiple recognition modes. |
| <u>ToString</u> ⊕+ | Inherited from Object ⊕. |
| <u>WaitForUpdate</u> | Waits until the engine is ready to perform an update. The system will fire the Update event once the recognizer is ready to receive updates. This call will block until after this event is processed. |

Inheritance Hierarchy



Remarks

Unlike the SystemRecognizer which is shared with other processes on the system, the LocalRecognizer is totally under the control of the process that creates it.

Each instance of the LocalRecognizer class represents a single recognition engine. The application can connect to each recognition engine one or more recognition contexts, from which the application can control the recognition grammars to be used, start and stop recognition, and receive events and recognition results. A standard application may not need to call many of the methods on this class as the default settings are likely satisfactory.

Class Information

Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

Strong System.Speech, Version=6.0.4044.0, Culture=neutral,

Name PublicKeyToken=365143bb27e7ac8b

LocalRecognizer Class

Note: This d cumentation is preliminary and is subject to change.

This class allows applications to create a private instance of a Recognizer in their own address space.

Definition

Visual Basic Public Class LocalRecognizer

Inherits Object

Implements IDisposable, IRecognizer

public class LocalRecognizer: Object,

IDisposable, IRecognizer

Managed C++ public __gc class LocalRecognizer : public Object,

IDisposable, IRecognizer

JScript

public class LocalRecognizer extends Object

implements <u>IRecognizer</u>, <u>IDisposable</u>

Members Table

The following table lists the members exposed by the LocalRecognizer object. Click a tab on the left to choose the type of member you want to view.

| Properties | | Show All | | |
|------------|------------------------------|---|--|--|
| Show: | Property | Description | | |
| Events | <u>Attributes</u> | Gets the attributes of the recognizer. | | |
| Methods | <u>AudioContent</u> | Gets the audio input received by the recognizer. | | |
| Properties | <u>AvailableRecognizers</u> | Gets the attributes of all the recognizers that are installed on the system | | |
| | <u>BabbleTimeout</u> | Specifies the maximum time that is allowed for an utterance or recording. | | |
| | <u>EnableRejection</u> | Gets or sets a value that specifies whether the Recognizer splits Recognitions into those that it is confident are correct (Recognition events), and those it is not (RejectedRecognition events). Otherwise all recognitions raise Recognition events. By default this is set to true. | | |
| | <u>Grammars</u> | Gets the collection of available grammars. | | |
| | <u>InitialSilenceTimeout</u> | Gets or sets the time the recognizer allows between when the microphone is turned on, and recognition starts. | | |
| | <u>IsActive</u> | Gets or sets a value that specifies whether to activate and deactivate a set of grammars simultaneously when using a shared recognizer. | | |
| | <u>Properties</u> | Gets the properties of the recognizer. | | |
| | <u>State</u> | Gets the current state of the recognizer. | | |

Inheritance Hierarchy

Object

LocalRecognizer

Remarks

Unlike the SystemRecognizer which is shared with other processes on the system, the LocalRecognizer is totally under the control of the process that creates it.

Each instance of the LocalRecognizer class represents a single recognition engine. The application can connect to each recognition engine one or more recognition contexts, from which the application can control the recognition grammars to be used, start and stop recognition, and receive events and recognition results. A standard application may not need to call many of the methods on this class as the default settings are likely satisfactory.

Class Information

Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

Strong System.Speech, Version=6.0.4044.0, Culture=neutral,

Name PublicKeyToken=365143bb27e7ac8b

RecognitionAudio Class

Note: This documentation is preliminary and is subject to change.

Contains the audio data and methods for a specific RecognitionResult or a portion of a RecognitionResult.

Definition

Visual Basic Public Class RecognitionAudio

Inherits Object

C#

public class RecognitionAudio: Object

Managed C++ public __gc class RecognitionAudio : public <u>Object</u>

JScript

public class RecognitionAudio extends Object

Members Table

The following table lists the members exposed by the **RecognitionAudio** object. Click a tab on the left to choose the type of member you want to view.

| Methods | | | Show All | ⊠ ⊗ |
|------------|-----------------------------|---|------------|-----|
| Show: | Method | Description | | |
| Methods | Equals 😂 | Inherited from <u>Object</u> ↔. | | |
| | Finalize | Inherited from <u>Object</u> ⊕•. | | |
| Properties | <u>GetAudio</u> | Gets all the audio associated with this i RecognitionAudio. | nstance of | |
| | <u>GetHashCode</u> ⊕ | Inherited from Object 	↔. | | |
| | <u>GetType</u> ⊕ → | Inherited from <u>Object</u> ⊕ . | | |
| | MemberwiseClone | Inherited from <u>Object</u> | | |
| | ReferenceEquals 😂 | Inherited from Object ⊕. | | |
| 4.83 | <u>ToString</u> ⊕ | Inherited from <u>Object</u> ⊕. | • | |
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Inheritance Hierarchy



Class Information

Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

Strong System.Speech, Version=6.0.4044.0, Culture=neutral,

Name

PublicKeyToken=365143bb27e7ac8b

RecognitionAudio Class

Note: This documentation is preliminary and is subject to change.

Contains the audio data and methods for a specific RecognitionResult or a portion of a RecognitionResult.

Definition

Visual Basic Public Class RecognitionAudio

Inherits Object

C#

public class RecognitionAudio: Object

Managed C++ public __gc class RecognitionAudio : public <u>Object</u>

JScript

public class RecognitionAudio extends Object

Members Table

The following table lists the members exposed by the **RecognitionAudio** object. Click a tab on the left to choose the type of member you want to view.

| Properties | | Show All |
|------------|----------------------|--|
| Show: | Property | Description |
| Methods | <u>AudioLength</u> | Gets the length of the audio data. |
| Properties | <u>AudioPosition</u> | Gets the start point of the audio data, relative to the start of the stream. |
| | - | |

Inheritance Hierarchy



RecognitionAudio

Class Information

Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

Strong System.Speech, Version=6.0.4044.0, Culture=neutral,

Name PublicKeyToken=365143bb27e7ac8b

RecognitionEventArgs Class

Note: This d cumentation is preliminary and is subject to change.

Provides data for the Recognition, RejectedRecognition, and Hypothesis events.

Definition

Visual Basic Public Class RecognitionEventArgs

Inherits SpeechEventArgs

C#

public class RecognitionEventArgs: SpeechEventArgs

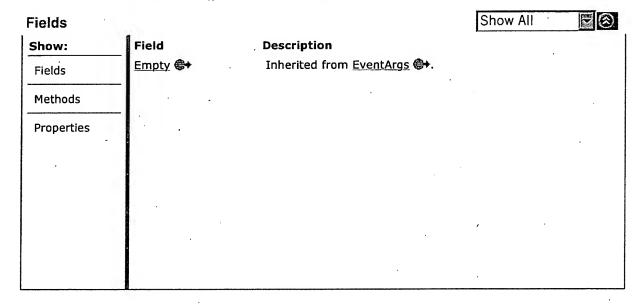
Managed C++ public __gc class RecognitionEventArgs : public <u>SpeechEventArgs</u>

JScript

public class RecognitionEventArgs extends SpeechEventArgs

Members Table

The following table lists the members exposed by the **RecognitionEventArgs** object. Click a tab on the left to choose the type of member you want to view.



Inheritance Hierarchy



Class Information

Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

Strong

System.Speech, Version=6.0.4044.0, Culture=neutral,

Name PublicKeyToken=365143bb27e7ac8b

RecognitionEventArgs Class

Note: This documentation is preliminary and is subject t change.

Provides data for the Recognition, RejectedRecognition, and Hypothesis events.

Definition

Visual Basic Public Class RecognitionEventArgs

Inherits SpeechEventArgs

C# .. $public \ class \ \textbf{RecognitionEventArgs}: \underline{\textit{SpeechEventArgs}}$

Managed C++ public __gc class RecognitionEventArgs : public <u>SpeechEventArgs</u>

JScript public class RecognitionEventArgs extends SpeechEventArgs

Members Table

The following table lists the members exposed by the RecognitionEventArgs object. Click a tab on the left to choose the type of member you want to view.

| Methods | 2 | • | Show All | ▽ ⊗ |
|------------|-----------------------------|--|-------------------|------------|
| Show: | Method | Description | | |
| Fields | Equals ⊕◆ | Inherited from Object ♦ | | |
| | <u>Finalize</u> ⊕ | Inherited from Object 😂. | | |
| Methods | <u>GetHashCode</u> ⊕ | Inherited from <u>Object</u> ⊕ ♦. | | |
| Properties | GetType ⊕> | Inherited from <u>Object</u> ⊕ ∻. | | |
| | MemberwiseClone 😂 | Inherited from <u>Object</u> ⇔ . | | |
| | RecognitionEventArgs | Initializes a new instance of the Reco | ognitionEventArgs | class. |
| | ReferenceEquals 😂 | Inherited from <u>Object</u> ⇔ . | | |
| | <u>ToString</u> �� | Inherited from Object 😂. | | |
| | | | | |
| · | | | | |
| | | | | |
| | | | | |

Inheritance Hierarchy



Class Information

Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

Strong System.Speech, Version=6.0.4044.0, Culture=neutral, Name

PublicKeyToken=365143bb27e7ac8b

RecognitionEventArgs Class

Note: This documentation is preliminary and is subject to change.

Provides data for the Recognition, RejectedRecognition, and Hypothesis events.

Definition

Visual Basic Public Class RecognitionEventArgs

Inherits SpeechEventArgs

C# public class RecognitionEventArgs : <u>SpeechEventArgs</u>

Managed C++ public __gc class RecognitionEventArgs : public <u>SpeechEventArgs</u>

JScript public class RecognitionEventArgs extends <u>SpeechEventArgs</u>

Members Table

The following table lists the members exposed by the **RecognitionEventArgs** object. Click a tab on the left to choose the type of member you want to view.

| Properties | | | Show All | |
|------------|-------------------|---|-----------------|------------|
| Show: | Property | Description | | |
| Fields | AudioPosition | Gets the time the event occurred, relative to | the start of th | ne stream. |
| Methods | | Inherited from SpeechEventArgs. | |) · |
| Properties | <u>Result</u> | Gets the result of a recognition. | | |
| | <u>ResultType</u> | Gets the type of recognition result. | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |

Inheritance Hierarchy



RecognitionEventArgs

Class Information

Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

Strong System.Speech, Version=6.0.4044.0, Culture=neutral,

Name PublicKeyToken=365143bb27e7ac8b

RecognitionPhrase Class

Note: This documentation is preliminary and is subject to change.

Represents the phrase that was recognized by the recognizer.

Definition

Visual Basic Public Class RecognitionPhrase

Inherits Object

Implements IDisposable

C#

public class RecognitionPhrase: Object,

IDisposable

Managed C++ public __gc class RecognitionPhrase : public Object,

<u>IDisposable</u>

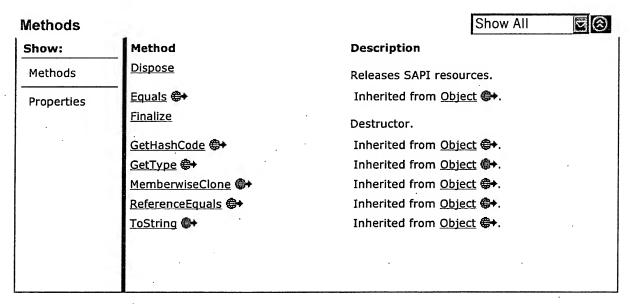
JScript

public class RecognitionPhrase extends Object

implements *IDisposable*

Members Table

The following table lists the members exposed by the **RecognitionPhrase** object. Click a tab on the left to choose the type of member you want to view.



Inheritance Hierarchy



RecognitionPhrase

RecognitionPhraseAlternate RecognitionResult

Class Information

Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

Strong System.Speech, Version=6.0.4044.0, Culture=neutral,

Name

PublicKeyToken=365143bb27e7ac8b

RecognitionPhrase Class

Note: This documentation is preliminary and is subject to change.

Represents the phrase that was recognized by the recognizer.

Definition

Visual Basic Public Class RecognitionPhrase

Inherits Object

Implements *IDisposable*

C# public class I

public class RecognitionPhrase : Object,

IDisposable

Managed C++ public __gc class RecognitionPhrase : public Object,

IDisposable

JScript public class RecognitionPhrase extends Object

implements *IDisposable*

Members Table

The following table lists the members exposed by the **RecognitionPhrase** object. Click a tab on the left to choose the type of member you want to view.

| Properties | | Show All |
|------------|--------------------------|--|
| Show: | Property | Description |
| Methods | <u>Audio</u> | Gets the audio for this phrase. |
| Properties | <u>Confidence</u> | Gets the confidence score information included in recognition results. |
| | <u>EnginePrivateData</u> | Gets an array of additional engine-specific data returned by the recognition engine. |
| | <u>Grammar</u> | Gets the grammar that contained the rule that produced this result. |
| | Language | Gets the language ID for the current CultureInfo. |
| | <u>Properties</u> | Gets the collection of semantic properties associated with this RecognitionPhrase. |
| | RecognizerConfidence | Gets the confidence score information included in recognition results. |
| | Rule . | Gets the rule that allowed this result to be recognized, and the rule's parse tree. |
| | <u>Sml</u> | Returns the XML that represents the semantic properties, in SML form. |
| | <u>SpokenText</u> | Gets the spoken text for this phrase. |
| | <u>SpokenTokens</u> | Gets the collection of tokens that make up this RecognitionPhrase. |
| | <u>Text</u> | Gets the written text for this phrase. |

<u>Tokens</u>

Gets the collection of tokens that make up this RecognitionPhrase.

Inheritance Hierarchy

Object 😂

RecognitionPhrase

RecognitionPhraseAlternate RecognitionResult

Class Information

Namespace Sy

System.Speech.Recognition

Assembly

System.Speech (system.speech.dll)

Strong

System.Speech, Version=6.0.4044.0, Culture=neutral,

Name

PublicKeyToken=365143bb27e7ac8b

RecognitionPhrase Class

Note: This documentation is preliminary and is subject to change.

Represents the phrase that was recognized by the recognizer.

Definition

Visual Basic Public Class RecognitionPhrase

Inherits Object

Implements *IDisposable*

C#

public class RecognitionPhrase: Object,

<u>IDisposable</u>

Managed C++ public __gc class RecognitionPhrase : public Object,

<u>IDisposable</u>

JScript

public class RecognitionPhrase extends Object

implements IDisposable

Members Table

The following table lists the members exposed by the **RecognitionPhrase** object. Click a tab on the left to choose the type of member you want to view.

| Methods | | Show All |
|------------|-----------------------------|--|
| Show: | Method | Description |
| Methods | Dispose | Releases SAPI resources. |
| Properties | Equals 😝 | Inherited from <u>Object</u> |
| | <u>Finalize</u> | Destructor. |
| | <u>GetHashCode</u> ⊕ | Inherited from <u>Object</u> ⊕+. |
| | GetType ⊕ ◆ | Inherited from <u>Object</u> ⊕ +. |
| | MemberwiseClone €→ | Inherited from Object ⊕+. |
| | ReferenceEquals 😂 | Inherited from <u>Object</u> ⊕ •. |
| | <u>ToString</u> ⊕ → | Inherited from <u>Object</u> ⊕ . |
| | | |
| | | |
| | , | |

Inheritance Hierarchy

Object €→

RecognitionPhrase

RecognitionPhraseAlternate

RecognitionResult

Class Information

Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

Strong System.Speech, Version=6.0.4044.0, Culture=neutral,

Name

PublicKeyToken=365143bb27e7ac8b

RecognitionPhrase Class

Note: This documentation is preliminary and is subject to change.

Represents the phrase that was recognized by the recognizer.

Definition

Visual Basic Public Class RecognitionPhrase

Inherits Object

Implements *IDisposable*

C#

public class RecognitionPhrase: Object,

<u>IDisposable</u>

Managed C++ public __gc class RecognitionPhrase : public Object,

<u>IDisposable</u>

JScript

public class RecognitionPhrase extends Object

implements *IDisposable*

Members Table

The following table lists the members exposed by the **RecognitionPhrase** object. Click a tab on the left to choose the type of member you want to view.

| Properties | | Show All |
|------------|--------------------------|--|
| Show: | Property | Description |
| Methods | <u>Audio</u> | Gets the audio for this phrase. |
| Properties | Confidence | Gets the confidence score information included in recognition results. |
| | <u>EnginePrivateData</u> | Gets an array of additional engine-specific data returned by the recognition engine. |
| | <u>Grammar</u> | Gets the grammar that contained the rule that produced this result. |
| | <u>Language</u> | Gets the language ID for the current CultureInfo. |
| | <u>Properties</u> | Gets the collection of semantic properties associated with this RecognitionPhrase. |
| | RecognizerConfidence | Gets the confidence score information included in recognition results. |
| | <u>Rule</u> | Gets the rule that allowed this result to be recognized, and the rule's parse tree. |
| | <u>Sml</u> | Returns the XML that represents the semantic properties, in SML form. $ \\$ |
| | <u>SpokenText</u> | Gets the spoken text for this phrase. |
| | <u>SpokenTokens</u> | Gets the collection of tokens that make up this RecognitionPhrase. |
| | <u>Text</u> | Gets the written text for this phrase. |

<u>Tokens</u>

Gets the collection of tokens that make up this RecognitionPhrase.

Inheritance Hierarchy

Object 😂

RecognitionPhrase

RecognitionPhraseAlternate RecognitionResult

Class Information

Namespace

System.Speech.Recognition

Assembly

System.Speech (system.speech.dll)

Strong

System.Speech, Version=6.0.4044.0, Culture=neutral,

Name

PublicKeyToken=365143bb27e7ac8b

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RecognitionPhraseAlternate Class

Note: This documentation is preliminary and is subject to change.

Contains information about an alternate recognition by the speech recognizer.

Definition

Visual Basic Public Class RecognitionPhraseAlternate

Inherits RecognitionPhrase

C# public class RecognitionPhraseAlternate : RecognitionPhrase

Managed C++ public <u>gc class RecognitionPhraseAlternate</u>: public <u>RecognitionPhrase</u>

JScript public class RecognitionPhraseAlternate extends <u>RecognitionPhrase</u>

Members Table

The following table lists the members exposed by the **RecognitionPhraseAlternate** object. Click a tab on the left to choose the type of member you want to view.

| Methods | | Show All |
|------------|-----------------------------|--|
| Show: | Method | Description |
| Methods | <u>Dispose</u> | |
| Properties | <u>Dispose</u> | Releases SAPI resources. |
| | | Inherited from RecognitionPhrase. |
| | Equals 😂 | Inherited from <u>Object</u> ⊕ •. |
| | <u>Finalize</u> | Destructor. |
| 81 | | Inherited from RecognitionPhrase. |
| | <u>GetHashCode</u> € | Inherited from <u>Object</u> 😂. |
| | GetType € → | Inherited from <u>Object</u> 😂. |
| | MemberwiseClone €+ | Inherited from <u>Object</u> ⊕+ . |
| 0.3 | ReferenceEquals 😂 | Inherited from <u>Object</u> 😂. |
| | <u>ToString</u> ⊕ + | Inherited from <u>Object</u> ⊕+ . |

Inheritance Hierarchy

Object 😂

RecognitionPhrase

RecognitionPhraseAlternate

Class Information

Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

Strong System.Speech, Version=6.0.4044.0, Culture=neutral,

Name PublicKeyToken=365143bb27e7ac8b

RecognitionPhraseAlternate Class

Note: This documentation is preliminary and is subject to change.

Contains information about an alternate recognition by the speech recognizer.

Definition

Visual Basic Public Class Recognition Phrase Alternate

Inherits RecognitionPhrase

C# public class RecognitionPhraseAlternate : RecognitionPhrase

Managed C++ public __gc class RecognitionPhraseAlternate : public <u>RecognitionPhrase</u>

JScript public class RecognitionPhraseAlternate extends <u>RecognitionPhrase</u>

Members Table

The following table lists the members exposed by the **RecognitionPhraseAlternate** object. Click a tab on the left to choose the type of member you want to view.

| Properties | | Show All | | |
|------------|------------------------------|--|--|--|
| Show: | Property | Description | | |
| Methods | <u>AlternateSpokenText</u> | Gets the text of an alternate recognition result representing an actual spoken word unit, including lexical text, pronunciation, and confidence score. | | |
| Properties | | | | |
| | <u>AlternateSpokenTokens</u> | Gets the collection of tokens representing actual spoken word units not present at the beginning or the end of the original result. | | |
| | <u>AlternateText</u> | Gets the normalized form of an alternate recognition result, including display text and normalized text, and white-space information. | | |
| | AlternateTokens Audio | Gets the collection of tokens representing the alternate normalized form of an alternate recognition result, not present at the beginning or the end of the original result. | | |
| | | Gets the audio for this phrase. | | |
| | | Inherited from RecognitionPhrase. | | |
| | <u>Confidence</u> | Gets the confidence score information included in recognition results. | | |
| | | Inherited from <u>RecognitionPhrase</u> . | | |
| | <u>Engine Private Data</u> | Gets an array of additional engine-specific data returned by the recognition engine. Inherited from RecognitionPhrase. | | |
| | <u>Grammar</u> | Gets the grammar that contained the rule that produced this result. | | |
| | | Inherited from <u>RecognitionPhrase</u> . | | |
| | <u>Language</u> | Gets the language ID for the current CultureInfo. | | |

| the original recognition result that is replaced by the alternate. OriginalSpokenTokens Gets the collection of tokens representing actual spoken words that this alternate replaces. OriginalText Gets the normalized form of the text that this alternative replaces in the original result. OriginalTokens Gets the collection of tokens representing the normalized form of the recognition that this alternate replaces. Properties Gets the collection of semantic properties associated with this RecognitionPhrase. Inherited from RecognitionPhrase. | | | Inherited from <u>RecognitionPhrase</u> . |
|--|------------------------------|-----------------------------|--|
| Gets the collection of tokens representing actual spoken words that this alternate replaces. OriginalText Gets the normalized form of the text that this alternative replaces in the original result. OriginalTokens Gets the collection of tokens representing the normalized form of the recognition that this alternate replaces. Properties Gets the collection of semantic properties associated with this RecognitionPhrase. Inherited from RecognitionPhrase. Gets the confidence score information included in recognition results. Inherited from RecognitionPhrase. Rule Gets the rule that allowed this result to be recognized, and the rule's parse tree. Inherited from RecognitionPhrase. Sml Returns the XML that represents the semantic properties, in SML form. Inherited from RecognitionPhrase. SpokenText Gets the spoken text for this phrase. Inherited from RecognitionPhrase. Gets the collection of tokens that make up this RecognitionPhrase. Inherited from RecognitionPhrase. Gets the written text for this phrase. Inherited from RecognitionPhrase. Gets the written text for this phrase. Inherited from RecognitionPhrase. Gets the collection of tokens that make up this RecognitionPhrase. Gets the collection of tokens that make up this RecognitionPhrase. | | OriginalSpokenText . | including lexical text, pronunciation, and confidence score, in the original recognition result that is replaced by the |
| Gets the normalized form of the text that this alternative replaces in the original result. OriginalTokens Gets the collection of tokens representing the normalized form of the recognition that this alternate replaces. Properties Gets the collection of semantic properties associated with this RecognitionPhrase. Inherited from RecognitionPhrase. Gets the confidence score information included in recognition results. Inherited from RecognitionPhrase. Rule Gets the rule that allowed this result to be recognized, and the rule's parse tree. Inherited from RecognitionPhrase. Sml Returns the XML that represents the semantic properties, in SML form. Inherited from RecognitionPhrase. SpokenText Gets the spoken text for this phrase. Inherited from RecognitionPhrase. Gets the collection of tokens that make up this RecognitionPhrase. Text Gets the written text for this phrase. Inherited from RecognitionPhrase. Tokens Gets the collection of tokens that make up this RecognitionPhrase. Gets the collection of tokens that make up this RecognitionPhrase. Tokens | | OriginalSpokenTokens | |
| Gets the collection of tokens representing the normalized form of the recognition that this alternate replaces. Properties Gets the collection of semantic properties associated with this RecognitionPhrase. Inherited from RecognitionPhrase. Gets the confidence score information included in recognition results. Inherited from RecognitionPhrase. Rule Gets the rule that allowed this result to be recognized, and the rule's parse tree. Inherited from RecognitionPhrase. Sml Returns the XML that represents the semantic properties, in SML form. Inherited from RecognitionPhrase. SpokenText Gets the spoken text for this phrase. Inherited from RecognitionPhrase. SpokenTokens Gets the collection of tokens that make up this RecognitionPhrase. Inherited from RecognitionPhrase. Text Gets the written text for this phrase. Inherited from RecognitionPhrase. Tokens Gets the collection of tokens that make up this RecognitionPhrase. Gets the delection of tokens that make up this RecognitionPhrase. | | <u>OriginalText</u> | |
| Gets the collection of semantic properties associated with this RecognitionPhrase. Inherited from RecognitionPhrase. Gets the confidence score information included in recognition results. Inherited from RecognitionPhrase. Rule Gets the rule that allowed this result to be recognized, and the rule's parse tree. Inherited from RecognitionPhrase. Sml Returns the XML that represents the semantic properties, in SML form. Inherited from RecognitionPhrase. SpokenText Gets the spoken text for this phrase. Inherited from RecognitionPhrase. SpokenTokens Gets the collection of tokens that make up this RecognitionPhrase. Text Gets the written text for this phrase. Inherited from RecognitionPhrase. Gets the written text for this phrase. Inherited from RecognitionPhrase. Gets the collection of tokens that make up this RecognitionPhrase. Tokens Gets the collection of tokens that make up this RecognitionPhrase. | | <u>OriginalTokens</u> | |
| RecognizerConfidence Gets the confidence score information included in recognition results. Inherited from RecognitionPhrase. Rule Gets the rule that allowed this result to be recognized, and the rule's parse tree. Inherited from RecognitionPhrase. Sml Returns the XML that represents the semantic properties, in SML form. Inherited from RecognitionPhrase. SpokenText Gets the spoken text for this phrase. Inherited from RecognitionPhrase. SpokenTokens Gets the collection of tokens that make up this RecognitionPhrase. Inherited from RecognitionPhrase. Text Gets the written text for this phrase. Inherited from RecognitionPhrase. Gets the collection of tokens that make up this RecognitionPhrase. Gets the collection of tokens that make up this RecognitionPhrase. | | <u>Properties</u> | |
| Gets the confidence score information included in recognition results. Inherited from RecognitionPhrase. Gets the rule that allowed this result to be recognized, and the rule's parse tree. Inherited from RecognitionPhrase. Sml Returns the XML that represents the semantic properties, in SML form. Inherited from RecognitionPhrase. SpokenText Gets the spoken text for this phrase. Inherited from RecognitionPhrase. SpokenTokens Gets the collection of tokens that make up this RecognitionPhrase. Inherited from RecognitionPhrase. Text Gets the written text for this phrase. Inherited from RecognitionPhrase. Gets the collection of tokens that make up this RecognitionPhrase. | | | Inherited from <u>RecognitionPhrase</u> . |
| Rule Gets the rule that allowed this result to be recognized, and the rule's parse tree. Inherited from RecognitionPhrase. Sml Returns the XML that represents the semantic properties, in SML form. Inherited from RecognitionPhrase. SpokenText Gets the spoken text for this phrase. Inherited from RecognitionPhrase. SpokenTokens Gets the collection of tokens that make up this RecognitionPhrase. Inherited from RecognitionPhrase. Text Gets the written text for this phrase. Inherited from RecognitionPhrase. Gets the collection of tokens that make up this RecognitionPhrase. Gets the collection of tokens that make up this RecognitionPhrase. | | <u>RecognizerConfidence</u> | Gets the confidence score information included in recognition results. |
| Gets the rule that allowed this result to be recognized, and the rule's parse tree. Inherited from RecognitionPhrase. Sml Returns the XML that represents the semantic properties, in SML form. Inherited from RecognitionPhrase. SpokenText Gets the spoken text for this phrase. Inherited from RecognitionPhrase. SpokenTokens Gets the collection of tokens that make up this RecognitionPhrase. Inherited from RecognitionPhrase. Text Gets the written text for this phrase. Inherited from RecognitionPhrase. Tokens Gets the collection of tokens that make up this RecognitionPhrase. | | | Inherited from RecognitionPhrase. |
| Sml Returns the XML that represents the semantic properties, in SML form. Inherited from RecognitionPhrase. SpokenText Gets the spoken text for this phrase. Inherited from RecognitionPhrase. SpokenTokens Gets the collection of tokens that make up this RecognitionPhrase. Inherited from RecognitionPhrase. Text Gets the written text for this phrase. Inherited from RecognitionPhrase. Gets the collection of tokens that make up this RecognitionPhrase. | | Rule | |
| SML form. Inherited from RecognitionPhrase. SpokenText Gets the spoken text for this phrase. Inherited from RecognitionPhrase. SpokenTokens Gets the collection of tokens that make up this RecognitionPhrase. Inherited from RecognitionPhrase. Text Gets the written text for this phrase. Inherited from RecognitionPhrase. Gets the collection of tokens that make up this RecognitionPhrase. | | | Inherited from <u>RecognitionPhrase</u> . |
| Inherited from RecognitionPhrase. SpokenTokens Gets the collection of tokens that make up this RecognitionPhrase. Inherited from RecognitionPhrase. Text Gets the written text for this phrase. Inherited from RecognitionPhrase. Gets the collection of tokens that make up this RecognitionPhrase. | | | |
| SpokenTokens Gets the collection of tokens that make up this RecognitionPhrase. Inherited from RecognitionPhrase. Text Gets the written text for this phrase. Inherited from RecognitionPhrase. Gets the collection of tokens that make up this RecognitionPhrase. | | <u>SpokenText</u> | Gets the spoken text for this phrase. |
| Text Gets the collection of tokens that make up this RecognitionPhrase. Inherited from RecognitionPhrase. Gets the written text for this phrase. Inherited from RecognitionPhrase. Tokens Gets the collection of tokens that make up this RecognitionPhrase. | | | Inherited from RecognitionPhrase. |
| Text Gets the written text for this phrase. Inherited from RecognitionPhrase. Tokens Gets the collection of tokens that make up this RecognitionPhrase. | | <u>SpokenTokens</u> | · |
| Inherited from RecognitionPhrase. Tokens Gets the collection of tokens that make up this RecognitionPhrase. | Share and the | | Inherited from RecognitionPhrase. |
| Tokens Gets the collection of tokens that make up this RecognitionPhrase. | Approximation of the control | <u>Text</u> | Gets the written text for this phrase. |
| RecognitionPhrase. | OROS SAN AS N | | Inherited from RecognitionPhrase. |
| Inherited from <u>RecognitionPhrase</u> . | 0.00 | <u>Tokens</u> | |
| | THE PERSON NAMED IN | | Inherited from RecognitionPhrase. |

Inheritance Hierarchy

Object 💝

RecognitionPhrase

 ${\bf Recognition Phrase Alternate}$

Class Information

Namespace System.Speech.Recognition

Assembly

System.Speech (system.speech.dll)

Strong

System.Speech, Version=6.0.4044.0, Culture=neutral,

Name

PublicKeyToken=365143bb27e7ac8b

RecognitionPhraseAlternateCollection Class

Note: This documentation is preliminary and is subject to change.

A collection of alternatives for a specific result.

Definition

Visual Public Class RecognitionPhraseAlternateCollection

Basic Inherits <u>ReadOnlyCollectionBase</u>

C# public class RecognitionPhraseAlternateCollection : ReadOnlyCollectionBase

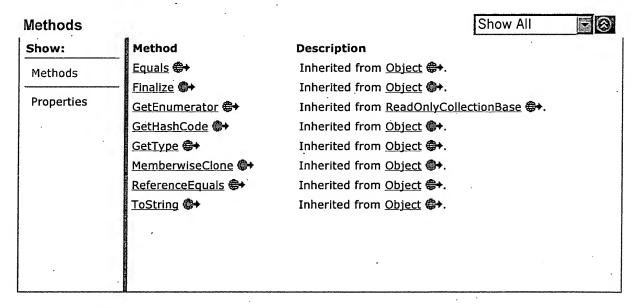
Managed public __gc

C++ class RecognitionPhraseAlternateCollection : public ReadOnlyCollectionBase

JScript public class **RecognitionPhraseAlternateCollection** extends <u>ReadOnlyCollectionBase</u>

Members Table

The following table lists the members exposed by the **RecognitionPhraseAlternateCollection** object. Click a tab on the left to choose the type of member you want to view.



Inheritance Hierarchy

<u>Object</u>
ReadOnlyCollectionBase

**

RecognitionPhraseAlternateCollection

Class Information

Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

Strong System.Speech, Version=6.0.4044.0, Culture=neutral,

Name PublicKeyToken=365143bb27e7ac8b

RecognitionPhraseAlternateCollection Class

Note: This documentation is preliminary and is subject to change.

A collection of alternatives for a specific result.

Definition

Visual Public Class RecognitionPhraseAlternateCollection

Basic Inherits ReadOnlyCollectionBase

C# public class RecognitionPhraseAlternateCollection: ReadOnlyCollectionBase

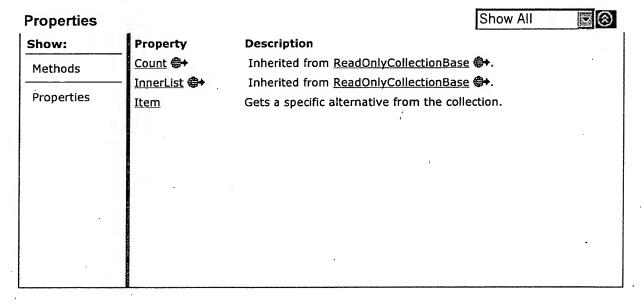
Managed public __gc

class RecognitionPhraseAlternateCollection: public ReadOnlyCollectionBase C++

JScript public class RecognitionPhraseAlternateCollection extends ReadOnlyCollectionBase

Members Table

The following table lists the members exposed by the RecognitionPhraseAlternateCollection object. Click a tab on the left to choose the type of member you want to view.



Inheritance Hierarchy

Object

ReadOnlyCollectionBase

RecognitionPhraseAlternateCollection

Class Information

Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

Strong System.Speech, Version=6.0.4044.0, Culture=neutral,

Name PublicKeyToken=365143bb27e7ac8b

RecognitionResult Class

Note: This documentation is preliminary and is subject to change.

Represents the result when a speech recognizer processes audio and attempts to recognize user speech.

Definition

Visual Basic Public Class RecognitionResult

Inherits *RecognitionPhrase*

C# public class RecognitionResult : <u>RecognitionPhrase</u>

Managed C++ public __gc class RecognitionResult : public <u>RecognitionPhrase</u>

JScript public class RecognitionResult extends <u>RecognitionPhrase</u>

Members Table

The following table lists the members exposed by the **RecognitionResult** object. Click a tab on the left to choose the type of member you want to view.

| Methods | | Show All |
|------------|--------------------------|---|
| Show: | Method | Description |
| Methods | <u>Dispose</u> | |
| Properties | <u>Dispose</u> | Releases SAPI resources. |
| | | Inherited from RecognitionPhrase. |
| | Equals 😂 | Inherited from <u>Object</u> ⊕. |
| | <u>Finalize</u> | Destructor. |
| | | Inherited from RecognitionPhrase. |
| | GetHashCode 😂 | Inherited from Object ⊕. |
| | <u>GetSmIAlternates</u> | Gets the XML that represents the semantic properties in SML form. |
| | GetType € → | Inherited from <u>Object</u> ⊕+. |
| | MemberwiseClone | Inherited from <u>Object</u> ⊕. |
| | <u>PerformCorrection</u> | Specifies that the alternate recognition should replace the recognition selected by the speech recognition (SR) engine, thus indicating to the speech recognizer that it can learn from this overriding choice by the end user. |
| | ReferenceEquals | Inherited from <u>Object</u> ⊕. |
| | ToString 😂 | Inherited from <u>Object</u> ⊕. |

Inheritance Hierarchy

Object 😂

RecognitionPhrase

RecognitionResult

Class Information

Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

Strong System.Speech, Version=6.0.4044.0, Culture=neutral,

Name PublicKeyToken=365143bb27e7ac8b

RecognitionResult Class

Note: This documentation is preliminary and is subject to change.

Represents the result when a speech recognizer processes audio and attempts to recognize user speech.

Definition

Visual Basic Public Class RecognitionResult

Inherits RecognitionPhrase

C# public class RecognitionResult : RecognitionPhrase

Managed C++ public __gc class **RecognitionResult** : public <u>RecognitionPhrase</u>

JScript public class RecognitionResult extends <u>RecognitionPhrase</u>

Members Table

The following table lists the members exposed by the **RecognitionResult** object. Click a tab on the left to choose the type of member you want to view.

| Properties | | Show All | | | |
|--|--|---|--|--|--|
| Show: | Property | Description | | | |
| Methods | <u>Alternates</u> | Gets a collection of alternate phrases. | | | |
| Properties | <u>Audio</u> | Gets the audio for this phrase. | | | |
| | | Inherited from RecognitionPhrase. | | | |
| | <u>AudioLength</u> | Gets the length of the audio this result contains. | | | |
| | <u>AudioPosition</u> | Gets the time between the start of the stream and the start of the result audio. | | | |
| | <u>Confidence</u> | Gets the confidence score information included in recognition results. | | | |
| | EnginePrivateData Grammar | Inherited from RecognitionPhrase. | | | |
| | | Gets an array of additional engine-specific data returned by the recognition engine. Inherited from <u>RecognitionPhrase</u> . | | | |
| ************************************** | | Gets the grammar that contained the rule that produced this result. | | | |
| | | Inherited from RecognitionPhrase. | | | |
| | IsEmulatedResult Language Properties | Gets a value that specifies whether the result is a text-based emulation of a recognition result, for example from calling the EmulateRecognize method. | | | |
| | | Gets the language ID for the current CultureInfo. | | | |
| | | Inherited from <u>RecognitionPhrase</u> . | | | |
| | | Gets the collection of semantic properties associated with this RecognitionPhrase. | | | |
| | | Inherited from <u>RecognitionPhrase</u> . | | | |

| <u>RecognizerConfide</u> | Gets the confidence score information included in recognition results. |
|--------------------------|---|
| | Inherited from <u>RecognitionPhrase</u> . |
| Rule | Gets the rule that allowed this result to be recognized, and the rule's parse tree. |
| | Inherited from RecognitionPhrase. |
| . <u>Sml</u> | Returns the XML that represents the semantic properties, in SML form. Inherited from <u>RecognitionPhrase</u> . |
| <u>SpokenText</u> | Gets the spoken text for this phrase. |
| | Inherited from <u>RecognitionPhrase</u> . |
| <u>SpokenTokens</u> | Gets the collection of tokens that make up this RecognitionPhrase. |
| | Inherited from RecognitionPhrase. |
| <u>StartTime</u> | Gets the instant in time, expressed as a date and time of day, that the user started speaking. |
| <u>Text</u> | Gets the written text for this phrase. |
| | Inherited from RecognitionPhrase. |
| <u>Tokens</u> | Gets the collection of tokens that make up this RecognitionPhrase. |
| | Inherited from <u>RecognitionPhrase</u> . |

Inheritance Hierarchy



RecognitionPhrase

RecognitionResult

Class Information

Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

Strong System.Speech, Version=6.0.4044.0, Culture=neutral,

Name PublicKeyToken=365143bb27e7ac8b

RecognitionRule Class

Note: This documentati n is preliminary and is subject to change.

Represents the rule that allowed the associated result to be recognized.

Definition

Visual Basic Public Class RecognitionRule

Inherits <u>Object</u>

C# public class RecognitionRule: Object

Managed C++ public __gc class RecognitionRule : public Object

public class RecognitionRule extends Object **JScript**

Members Table

The following table lists the members exposed by the RecognitionRule object. Click a tab on the left to choose the type of member you want to view.

| Methods | | Show All 🔯 🔕 |
|------------|----------------------------|---|
| Show: | Method | Description |
| Methods | Equals 😂 | Inherited from <u>Object</u> ⊜+. |
| | — <mark>Finalize ⊕+</mark> | Inherited from Object 😂. |
| Properties | GetHashCode ⊕ | Inherited from Object 😂. |
| | GetType €→ | Inherited from Object 😂. |
| | MemberwiseClone 😂 | Inherited from <u>Object</u> ⊕ +. |
| | ReferenceEquals 🕪 | Inherited from Object 😂. |
| | ToString ⊜ → | Inherited from <u>Object</u> ⊜ . |
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Inheritance Hierarchy

Object

RecognitionRule

Class Information

Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

System.Speech, Version=6.0.4044.0, Culture=neutral, Strong

Name PublicKeyToken=365143bb27e7ac8b

RecognitionRule Class

Note: This documentation is preliminary and is subject to change.

Represents the rule that allowed the associated result to be recognized.

Definition

Visual Basic Public Class RecognitionRule

Inherits Object

C# public class RecognitionRule : Object

Managed C++ public __gc class RecognitionRule : public <u>Object</u>

JScript public class RecognitionRule extends Object

Members Table

The following table lists the members exposed by the **RecognitionRule** object. Click a tab on the left to choose the type of member you want to view.

| Properties | | Show All |
|--------------------|-----------------------------|---|
| Show: | Property | Description |
| Methods Properties | <u>Confidence</u> | Gets confidence score information that expresses how confident the speech Recognizer is that this is the correct rule. |
| Tropercies | <u>Name</u> | Gets the name of the rule that was recognized. |
| | <u>RecognizerConfidence</u> | Gets confidence score information that expresses how confident the speech Recognizer is that this is the correct rule. |
| | <u>Rules</u> | Gets the RulesCollection returned by the Rules property. If this rule was constructed by referencing other rules, the referenced rules are contained in the collection. |
| | <u>Text</u> | Gets the display text for the recognition result that this rule encompasses. |
| | <u>Tokens</u> | Gets the set of tokens for the recognition result that this rule encompasses. |

Inheritance Hierarchy



RecognitionRule

Class Information

Namespace System.Speech.Recognition

System.Speech (system.speech.dll) **Assembly**

System.Speech, Version=6.0.4044.0, Culture=neutral, Str ng

PublicKeyToken=365143bb27e7ac8b Name

RecognitionRuleCollection Class

Note: This d cumentation is preliminary and is subject to change.

Provides a collection of rules.

Definition

Visual Basic Public Class RecognitionRuleCollection

Inherits ReadOnlyCollectionBase

C# public class RecognitionRuleCollection : <u>ReadOnlyCollectionBase</u>

Managed C++ public __gc class RecognitionRuleCollection : public <u>ReadOnlyCollectionBase</u>

JScript public class RecognitionRuleCollection extends <u>ReadOnlyCollectionBase</u>

Members Table

The following table lists the members exposed by the **RecognitionRuleCollection** object. Click a tab on the left to choose the type of member you want to view.

| Methods | | Show All |
|------------|--------------------------|--|
| Show: | Method | Description |
| Methods | Equals 😂 | Inherited from Object 😂. |
| | Finalize 😂 | Inherited from Object 😂. |
| Properties | get_Item | |
| | GetEnumerator 😂 | Inherited from ReadOnlyCollectionBase 😂. |
| | GetHashCode ⊕ | Inherited from <u>Object</u> ⊕. |
| | GetType ⊕+ | Inherited from <u>Object</u> ⊕. |
| | MemberwiseClone | Inherited from Object 💝. |
| | ReferenceEquals 😂 | Inherited from Object . |
| | <u>ToString</u> ⊕ | Inherited from <u>Object</u> ⊕. |
| | | |
| | | |
| | | |

Inheritance Hierarchy



Class Information

Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

Strong System.Speech, Version=6.0.4044.0, Culture=neutral,

Name PublicKeyToken=365143bb27e7ac8b

RecognitionRuleCollection Class

Note: This documentation is preliminary and is subject to change.

Provides a collection of rules.

Definition

Visual Basic Public Class RecognitionRuleCollection

Inherits ReadOnlyCollectionBase

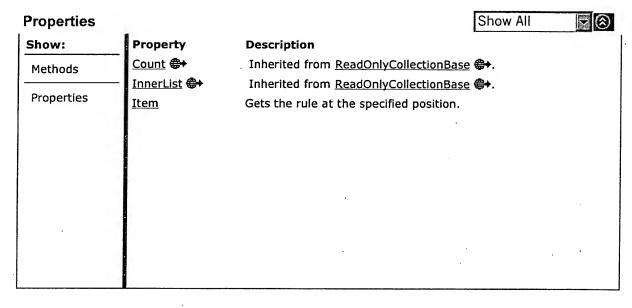
C# public class RecognitionRuleCollection : <u>ReadOnlyCollectionBase</u>

Managed C++ public __gc class **RecognitionRuleCollection** : public <u>ReadOnlyCollectionBase</u>

JScript public class RecognitionRuleCollection extends <u>ReadOnlyCollectionBase</u>

Members Table

The following table lists the members exposed by the **RecognitionRuleCollection** object. Click a tab on the left to choose the type of member you want to view.



Inheritance Hierarchy



Class Information

Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

Strong System.Speech, Version=6.0.4044.0, Culture=neutral,

Name PublicKeyToken=365143bb27e7ac8b

RecognizeCompletedEventArgs Class

Note: This d cumentation is preliminary and is subject to change.

Provides event arguments for the RecognizeCompleted event.

Definition

Visual Public Class RecognizeCompletedEventArgs

Basic Inherits err! bad xref:

<u>frIrfSystemComponentModelAsyncCompletedEventArgsClassTopic</u>; lookup failure; no

href; no caption;

C# public class RecognizeCompletedEventArgs : err! bad xref:

frlrfSystemComponentModelAsyncCompletedEventArgsClassTopic; lookup failure; no

href; no caption;

Managed public __gc class RecognizeCompletedEventArgs : public err! bad xref:

C++ <u>frIrfSystemComponentModelAsyncCompletedEventArgsClassTopic</u>; lookup failure; no

href; no caption;

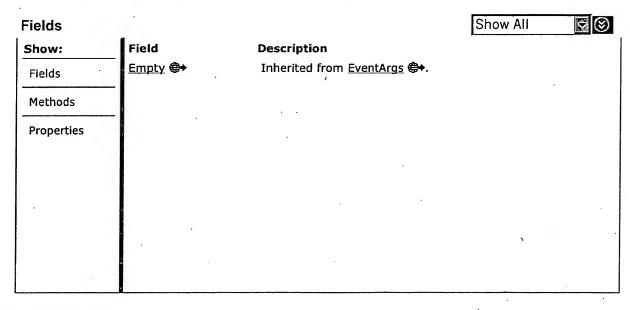
JScript public class **RecognizeCompletedEventArgs** extends *err! bad xref:*

<u>frIrfSystemComponentModelAsyncCompletedEventArgsClassTopic</u>; lookup failure; no

href; no caption;

Members Table

The following table lists the members exposed by the **RecognizeCompletedEventArgs** object. Click a tab on the left to choose the type of member you want to view.



Inheritance Hierarchy

err! bad xref: frlrfSystemComponentModelAsyncCompletedEventArgsClassTopic; lookup failure; no href; no caption;

RecognizeCompletedEventArgs

Class Inf rmation

Namespace System.Speech.Recognition

Assembly

System.Speech (system.speech.dll)

Strong

System.Speech, Version=6.0.4044.0, Culture=neutral,

Name

PublicKeyToken=365143bb27e7ac8b

RecognizeCompletedEventArgs Class

Note: This documentation is preliminary and is subject to change.

Provides event arguments for the RecognizeCompleted event.

Definition

Visual Public Class RecognizeCompletedEventArgs Basic Inherits err! bad xref: frlrfSystemComponentModelAsyncCompletedEventArgsClassTopic; lookup failure; no href; no caption; C# public class RecognizeCompletedEventArgs : err! bad xref: frIrfSystemComponentModelAsyncCompletedEventArgsClassTopic; lookup failure; no href; no caption; public __gc class RecognizeCompletedEventArgs : public err! bad xref: Managed C++ frIrfSystemComponentModelAsyncCompletedEventArgsClassTopic; lookup failure; no href; no caption; **JScript** public class RecognizeCompletedEventArgs extends err! bad xref:

frlrfSystemComponentModelAsyncCompletedEventArgsClassTopic; lookup failure; no

href; no caption;

Members Table

The following table lists the members exposed by the RecognizeCompletedEventArgs object. Click a tab on the left to choose the type of member you want to view.

| Methods | | | Show All | |
|------------|-----------------------------|---|----------|--|
| Show: | Method | Description | | |
| Fields | Equals 😂 | Inherited from Object ⊕. | | |
| | <u>Finalize</u> ⊜→ | Inherited from Object 😂. | | |
| Methods | GetHashCode ⊕+ | Inherited from <u>Object</u> ⊕. | | |
| Properties | GetType ⊕ | Inherited from Object 🕪. | | |
| · | MemberwiseClone 😂 | Inherited from Object 😂. | | |
| | RecognizeCompletedEventArgs | Initializes a new instance of RecognizeCompletedEventAr | | |
| | ReferenceEquals 😂 | Inherited from Object 😂. | | |
| 10 | ToString ⊕ | Inherited from <u>Object</u> ↔. | · | |
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| | <u>.</u> | | | |
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Inheritance Hierarchy

err! bad xref: frlrfSystemComponentModelAsyncCompletedEventArgsClassTopic; lookup failure; no href; no caption;

RecognizeCompletedEventArgs

Class Information

Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

System.Speech, Version=6.0.4044.0, Culture=neutral, Strong

PublicKeyToken=365143bb27e7ac8b Name

RecognizeCompletedEventArgs Class

Note: This documentati n is preliminary and is subject to change.

Provides event arguments for the RecognizeCompleted event.

Definition

Visual Public Class RecognizeCompletedEventArgs

Basic Inherits err! bad xref:

<u>frIrfSystemComponentModelAsyncCompletedEventArgsClassTopic</u>; lookup failure; no

href; no caption;

C# public class RecognizeCompletedEventArgs : err! bad xref:

frlrfSystemComponentModelAsyncCompletedEventArgsClassTopic; lookup failure; no

href; no caption;

Managed public __gc class RecognizeCompletedEventArgs : public err! bad xref:

C++ <u>frlrfSystemComponentModelAsyncCompletedEventArgsClassTopic</u>; lookup failure; no

href; no caption;

JScript public class **RecognizeCompletedEventArgs** extends *err! bad xref:*

frlrfSystemComponentModelAsyncCompletedEventArgsClassTopic; lookup failure; no

href; no caption;

Members Table

The following table lists the members exposed by the **RecognizeCompletedEventArgs** object. Click a tab on the left to choose the type of member you want to view.

| Properties | | | Show All | 回⑧ |
|-------------------|----------|------------------------------|----------|----|
| Show: | Property | Description | | |
| Fields | Result | Gets the recognition result. | | |
| Methods | | | | |
| Properties | | | | • |
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Inheritance Hierarchy

err! bad xref: frlrfSystemComponentModelAsyncCompletedEventArgsClassTopic; lookup failure; no href; no caption;

RecognizeCompletedEventArgs

Class Information

Namespace System.Speech.Recognition

Assembly

System.Speech (system.speech.dll)

Strong

System.Speech, Version=6.0.4044.0, Culture=neutral,

Name

PublicKeyToken=365143bb27e7ac8b

RecognizeProgressChangedEventArgs Class

Note: This documentation is preliminary and is subject to change.

Provides data for the RecognizeProgressChanged event.

Definition

Visual Basic Public Class RecognizeProgressChangedEventArgs

Inherits SpeechEventArgs

C# pu

 $public\ class\ \textbf{RecognizeProgressChangedEventArgs}\ :\ \underline{\textit{SpeechEventArgs}}$

Managed

public qc

C++

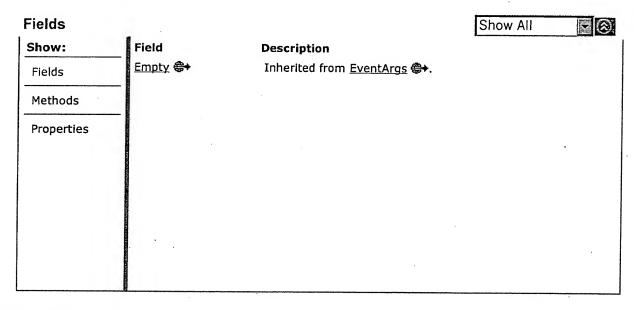
class RecognizeProgressChangedEventArgs : public <u>SpeechEventArgs</u>

JScript

public class RecognizeProgressChangedEventArgs extends SpeechEventArgs

Members Table

The following table lists the members exposed by the **RecognizeProgressChangedEventArgs** object. Click a tab on the left to choose the type of member you want to view.



Inheritance Hierarchy

<u>SpeechEventArgs</u>

Recognize Progress Change d Event Args

Class Information

Namespace

System.Speech.Recognition

Assembly

System.Speech (system.speech.dll)

Strong

System.Speech, Version=6.0.4044.0, Culture=neutral,

Name

PublicKeyToken=365143bb27e7ac8b

RecognizeProgressChangedEventArgs Class

Note: This documentation is preliminary and is subject to change.

Provides data for the RecognizeProgressChanged event.

Definition

Visual Basic Public Class RecognizeProgressChangedEventArgs

Inherits SpeechEventArgs

C# public class RecognizeProgressChangedEventArgs : <u>SpeechEventArgs</u>

Managed public __gc

C++ class Reco

class RecognizeProgressChangedEventArgs : public <u>SpeechEventArgs</u>

JScript public class RecognizeProgressChangedEventArgs extends <u>SpeechEventArgs</u>

Members Table

The following table lists the members exposed by the **RecognizeProgressChangedEventArgs** object. Click a tab on the left to choose the type of member you want to view.

| Method | | | |
|--|---|--|---|
| меспоа | Description | | |
| Equals ⊕+ | Inherited from Object | €+. | |
| <u>Finalize</u> | Inherited from Object | €+. | |
| GetHashCode ⊕ | Inherited from Object | €. | |
| GetType ⊕ | Inherited from Object | €→. | |
| MemberwiseClone €+ | Inherited from Object | €+. | |
| <u>RecognizeProgressChangedEventArgs</u> | | | |
| ReferenceEquals 😂 | Inherited from Object | ⊕ +. | |
| <u>ToString</u> ⊕ | Inherited from Object | €+. | |
| | | | |
| | | | |
| | | | • 0 |
| | Finalize GetHashCode GetType MemberwiseClone RecognizeProgressChangedEventArgs ReferenceEquals | Finalize Finali | Finalize Inherited from Object . GetHashCode Inherited from Object . GetType Inherited from Object . MemberwiseClone Inherited from Object . RecognizeProgressChangedEventArgs Initializes a new instance of the AudioContentChangedEventArgs class. ReferenceEquals Inherited from Object . |

Inheritance Hierarchy



Recognize Progress Change d Event Args

Class Information

Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

Strong System.Speech, Version=6.0.4044.0, Culture=neutral,

Name PublicKeyToken=365143bb27e7ac8b

$Recognize Progress Change d Event Args\ Class$

Note: This documentation is preliminary and is subject to change.

Provides data for the RecognizeProgressChanged event.

Definition

Visual Basic Public Class RecognizeProgressChangedEventArgs

Inherits SpeechEventArgs

C# public class RecognizeProgressChangedEventArgs: SpeechEventArgs

Managed public __gc

C++ class RecognizeProgressChangedEventArgs: public SpeechEventArgs

JScript public class RecognizeProgressChangedEventArgs extends SpeechEventArgs

Members Table

The following table lists the members exposed by the RecognizeProgressChangedEventArgs object. Click a tab on the left to choose the type of member you want to view.

| Properties | | Show All |
|------------|---------------------------|---|
| Show: | Property | Description |
| Fields | <u>AudioLevel</u> | Gets the old audio state. |
| Methods | <u>AudioPosition</u> | Gets the time the event occurred, relative to the start of the stream. |
| Properties | | Inherited from SpeechEventArgs. |
| | <u>RecognizerPosition</u> | Gets the recognizer position in the audio stream at the time the event is raised. |
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Inheritance Hierarchy

Object 💝 EventArgs 😂 **SpeechEventArgs**

RecognizeProgressChangedEventArgs

Class Information

Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

System.Speech, Version=6.0.4044.0, Culture=neutral, Strong

Name PublicKeyToken=365143bb27e7ac8b

RecognizerAttributes Class

Note: This documentation is preliminary and is subject to change.

Represents the attributes various speech recognizers may, or may not support.

Definition

Visual Basic Public Class RecognizerAttributes

Inherits Object

C# public class RecognizerAttributes : Object

Managed C++ public __gc class RecognizerAttributes : public Object

JScript public class RecognizerAttributes extends Object

Members Table

The following table lists the members exposed by the **RecognizerAttributes** object. Click a tab on the left to choose the type of member you want to view.

| Methods | | | Show All | |
|------------|-------------------------------|---------------------------------|-------------------|--|
| Show: | Method | Description | | |
| Methods | Equals 😂 | Inherited from Object 😂. | | |
| | <u>Finalize</u> ⊕ | Inherited from Object 😂. | | |
| Properties | GetCustomAttribute | Gets the specified custom recog | gnizer attribute. | |
| | <u>GetHashCode</u> ⊕ → | Inherited from Object 😂. | | |
| 12 | <u>GetType</u> €→ | Inherited from Object 😂. | | |
| (1) | MemberwiseClone 😂 | Inherited from Object 😂. | | |
| | ReferenceEquals 😂 | Inherited from Object 😂. | | |
| | <u>ToString</u> ⊕+ | Inherited from Object 😂. | | |
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Inheritance Hierarchy

Object

RecognizerAttributes

Remarks

If this object is created directly, then trying to get properties that are not set yet will throw an exception. If this object is obtained from a recognizer then it is read-only and trying to set will have no effect.

Class Inf rmation

Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

Strong Name System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

RecognizerAttributes Class

Note: This documentation is preliminary and is subject to change.

Represents the attributes various speech recognizers may, or may not support.

Definition

Visual Basic Public Class RecognizerAttributes

Inherits <u>Object</u>

C# public class RecognizerAttributes : Object

Managed C++ public __gc class RecognizerAttributes : public <u>Object</u>

JScript public class RecognizerAttributes extends <u>Object</u>

Members Table

The following table lists the members exposed by the **RecognizerAttributes** object. Click a tab on the left to choose the type of member you want to view.

| Properties | | Show All |
|-------------------|--------------------------------------|---|
| Show: | Property | Description |
| Methods | DisplayName | Gets the display name of the recognizer. |
| Properties | <u>Id</u> | Gets the unique ID of this recognizer. |
| | <u>IsVendorPreferred</u> · | Gets a value that specifies, if multiple recognizers are installed on the machine by the same vendor, whether this recognizer is the one preferred by the vendor. |
| | <u>Languages</u> | Gets the CultureInfo IDs of the languages this engine recognizes. |
| | <u>Name</u> | Gets the name of the recognizer. |
| | <u>SupportedAudioFormats</u> | Gets the audio formats this engine supports. |
| | <u>SupportsCommandAlternates</u> | Gets a value that specifies whether the recognizer supports alternates for command and control results. |
| | <u>SupportsCommands</u> | Gets a value that specifies whether the recognizer supports command and control. |
| | <u>SupportsContinuousRecognition</u> | Gets a value that specifies whether the recognizer supports continuous recognition, which does not require pauses between words. |
| | <u>SupportsDesktop</u> | Gets a value that specifies whether the recognizer supports desktop audio input. |
| | <u>SupportsDictation</u> | Gets a value that specifies whether the recognizer supports dictation. |
| | <u>SupportsDictationAlternates</u> | Gets a value that specifies whether the recognizer |

| | | supports alternates for dictation results. |
|--|---------------------------------------|--|
| | <u>SupportsDictationInCfgAnywhere</u> | Gets a value that specifies whether the recognizer supports dictation transitions in context-free grammar recognition anywhere in the rule. |
| | <u>SupportsDiscreteRecognition</u> | Gets a value that specifies whether the recognizer supports discrete recognition, which requires pauses between words. |
| | <u>SupportsHypotheses</u> - | Gets a value that specifies whether the recognizer supports sending hypotheses before final recognition. |
| | <u>SupportsMobileDevice</u> | Gets a value that specifies whether the recognizer is tuned for use on a hand-held device. |
| | <u>SupportsRemoteDevice</u> | Gets a value that specifies whether the recognizer is tuned to recognize audio streamed from a device to a server. |
| | <u>SupportsTelephony</u> | Gets a value that specifies whether the recognizer supports telephony audio input. |
| | <u>SupportsTrailingDictationInCfg</u> | Gets a value that specifies whether the recognizer supports dictation in context-free grammar recognition anywhere in the rule. |
| | <u>SupportsTrailingWildcardInCfg</u> | Gets a value that specifies whether the recognizer supports wildcard transitions in context-free grammar recognition at the end of the rule. |
| | <u>SupportsTrailingWordSequences</u> | Gets a value that specifies whether the recognizer supports word sequences in context-free grammar recognition at the end of the rule. |
| aborden & descripted twee, se | <u>SupportsWildcardInCfgAnywhere</u> | Gets a value that specifies whether the recognizer supports wildcard transitions in context-free grammar recognition anywhere in the rule. |
| *************************************** | SupportsWordSequencesAnywhere | Gets a value that specifies whether the recognizer |
| and the same | | supports word sequences in context-free |
| delica vica ap | | grammar recognition anywhere in the rule. |
| Comment of the Assessment of t | Vendor | Gets the company name of the vendor that authored the recognizer. |
| 2 | | |

Inheritance Hierarchy



RecognizerAttributes

Remarks

If this object is created directly, then trying to get properties that are not set yet will throw an exception. If this object is obtained from a recognizer then it is read-only and trying to set will have no effect.

Class Information

Namespace System.Speech.Recognition

Assembly

System.Speech (system.speech.dll)

Str ng

System.Speech, Version=6.0.4044.0, Culture=neutral,

Name

PublicKeyToken=365143bb27e7ac8b

RecognizerProperties Class

Note: This d cumentation is preliminary and is subject to change.

Represents recognizer properties that are adjustable at runtime.

Definition

Visual Basic

Public Class RecognizerProperties

Inherits Object

C#

public class RecognizerProperties : Object

Managed C++ public __gc class RecognizerProperties : public <u>Object</u>

JScript

public class RecognizerProperties extends Object

Members Table

The following table lists the members exposed by the RecognizerProperties object. Click a tab on the left to choose the type of member you want to view.

| Methods | | Show All |
|------------|---------------------------|--|
| Show: | Method | Description |
| Methods | Equals 😂 | Inherited from <u>Object</u> ⊕ •. |
| | Finalize 😂 | Inherited from <u>Object</u> |
| Properties | GetHashCode 😂 | Inherited from <u>Object</u> ⊕ •. |
| | <u>GetProperty</u> | Gets a property from the underlying recognizer object. |
| | <u>GetType</u> € + | Inherited from <u>Object</u> ⊕ •. |
| | MemberwiseClone | Inherited from <u>Object</u> ⊜+ . |
| | ReferenceEquals 😂 | Inherited from <u>Object</u> ⊕ •. |
| | <u>SetProperty</u> | Sets a property on the underlying recognizer object. |
| | <u>ToString</u> ⊕+ | Inherited from <u>Object</u> ⊕ •. |
| | | |
| | <u>}</u> | |

Inheritance Hierarchy



RecognizerProperties

Class Information

Namespace System.Speech.Recognition

Assembly

System.Speech (system.speech.dll)

Strong

System.Speech, Version=6.0.4044.0, Culture=neutral,

Name

PublicKeyToken=365143bb27e7ac8b

RecognizerProperties Class

Note: This documentation is preliminary and is subject to change.

Represents recognizer properties that are adjustable at runtime.

Definition

Visual Basic Public Class RecognizerProperties

Inherits Object

C#

public class RecognizerProperties: Object

Managed C++ public __gc class RecognizerProperties : public Object

JScript

public class RecognizerProperties extends Object

Members Table

The following table lists the members exposed by the RecognizerProperties object. Click a tab on the left to choose the type of member you want to view.

| Properties | | Show All |
|------------|----------------------------------|--|
| Show: | Property | Description |
| Methods | ComplexResponseSpeed | Gets and sets the amount of time in milliseconds that |
| Properties | | defines the end of a recognition, when the recognition is ambiguous. |
| | <u>HighConfidenceThreshold</u> | Gets and sets the boundary between the high and medium confidence range. |
| | <u>IsAdaptationOn</u> | Gets and sets a value that indicates whether the recognition engine should adapt the acoustic model. |
| | <u>LowConfidenceThreshold</u> | Gets and sets the boundary between the low and rejected confidence range. |
| | <u>NormalConfidenceThreshold</u> | Gets and sets the boundary between the medium and low confidence range. |
| | <u>ResourceUsage</u> | Gets and sets CPU resource consumption. As resource usage increases, so does the use of CPU resources. |
| | <u>ResponseSpeed</u> | Gets and sets the amount of time in milliseconds that defines the end of a recognition, when the recognition is not ambiguous. |

Inheritance Hierarchy



RecognizerProperties

Class Information

Namespace

System.Speech.Recognition

Assembly

System.Speech (system.speech.dll)

Strong Name

System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

Recognizers Class

Note: This documentation is preliminary and is subject to change.

Represents a collection of speech recognizers.

Definition

Visual Basic Public Class Recognizers

Inherits ReadOnlyCollectionBase

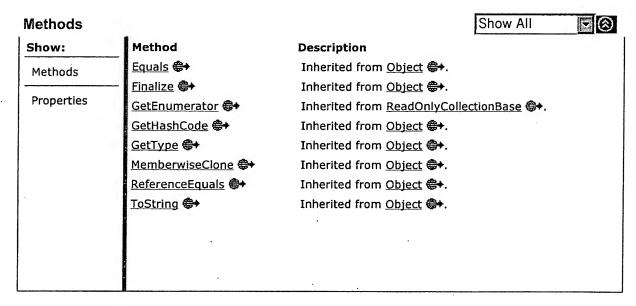
C# public class Recognizers : ReadOnlyCollectionBase

Managed C++ public __gc class Recognizers : public <u>ReadOnlyCollectionBase</u>

JScript public class Recognizers extends ReadOnlyCollectionBase

Members Table

The following table lists the members exposed by the Recognizers object. Click a tab on the left to choose the type of member you want to view.



Inheritance Hierarchy



Remarks

This class can't be created directly, but is obtained from the static AvailableRecognizers fields or GetAvailableRecognizers method.

Class Information

Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll) Strong Name

System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

Recognizers Class

Note: This d cumentati n is preliminary and is subject to change.

Represents a collection of speech recognizers.

Definition

Visual Basic Public Class Recognizers

Inherits ReadOnlyCollectionBase

C# public class Recognizers : ReadOnlyCollectionBase

Managed C++ public <u>gc class Recognizers</u>: public <u>ReadOnlyCollectionBase</u>

JScript public class **Recognizers** extends <u>ReadOnlyCollectionBase</u>

Members Table

The following table lists the members exposed by the **Recognizers** object. Click a tab on the left to choose the type of member you want to view.

| Properties | | | Show All | ☑ 🔞 |
|--------------------|-------------------------|--|------------------|-----------|
| Show: | Property | Description | | |
| Methods Properties | AvailableRecognizers — | Gets the attributes of all the recognize the system. | ers that are ins | talled on |
| rioperties | Count @+ | Inherited from ReadOnlyCollectionBas | <u>se</u> | |
| | <u>InnerList</u> ♦ | Inherited from ReadOnlyCollectionBas | <u>se</u> 👺. | |
| | <u>Item</u> | Gets the specified attribute. | | |
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Inheritance Hierarchy



Remarks

This class can't be created directly, but is obtained from the static AvailableRecognizers fields or GetAvailableRecognizers method.

Class Information

Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

Strong Name System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

RecognizerStateChangedEventArgs Class

Note: This documentation is preliminary and is subject to change.

Provides data for the RecognizerStateChanged event.

Definition

Visual Basic Public Class RecognizerStateChangedEventArgs

Inherits SpeechEventArgs

C#

public class RecognizerStateChangedEventArgs : <u>SpeechEventArgs</u>

Managed C++

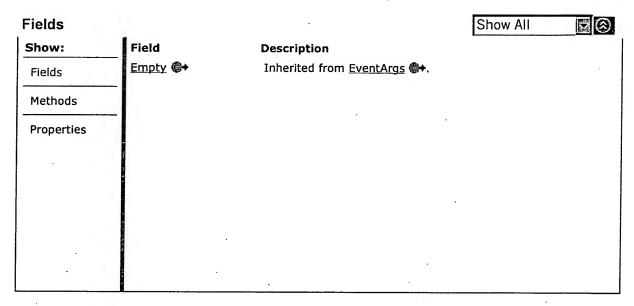
public __gc class RecognizerStateChangedEventArgs : public <u>SpeechEventArgs</u>

JScript

public class RecognizerStateChangedEventArgs extends SpeechEventArgs

Members Table

The following table lists the members exposed by the RecognizerStateChangedEventArgs object. Click a tab on the left to choose the type of member you want to view.



Inheritance Hierarchy

Object 🕪 EventArgs 6+

SpeechEventArgs

RecognizerStateChangedEventArgs

Class Information

Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

Strong System.Speech, Version=6.0.4044.0, Culture=neutral,

Name PublicKeyToken=365143bb27e7ac8b

RecognizerStateChangedEventArgs Class

Note: This d cumentati n is preliminary and is subject to change.

Provides data for the RecognizerStateChanged event.

Definition

Public Class RecognizerStateChangedEventArgs **Visual Basic**

Inherits SpeechEventArgs

C#

public class RecognizerStateChangedEventArgs: SpeechEventArgs

Managed

public __gc class RecognizerStateChangedEventArgs : public SpeechEventArgs

C++

JScript

public class RecognizerStateChangedEventArgs extends <u>SpeechEventArgs</u>

Members Table

The following table lists the members exposed by the RecognizerStateChangedEventArgs object. Click a tab on the left to choose the type of member you want to view.

| Methods | | Show All 💆 🔕 |
|------------|---------------------------------|--|
| Show: | Method | Description |
| Fields | Equals 😂 | Inherited from <u>Object</u> ⊕. |
| | <u>Finalize</u> ⊕ | Inherited from <u>Object</u> ⊕. |
| Methods | <u>GetHashCode</u> | Inherited from <u>Object</u> ⊕. |
| Properties | <u>GetType</u> ⊜ | Inherited from <u>Object</u> ⊕. |
| · | <u>MemberwiseClone</u> | Inherited from <u>Object</u> ⊕. |
| | RecognizerStateChangedEventArgs | Initializes a new instance of the RecognizerStateChangedEventArgs class. |
| | ReferenceEquals 😂 | Inherited from Object 😂. |
| | <u>ToString</u> | Inherited from <u>Object</u> ⊕ +. |
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Inheritance Hierarchy



SpeechEventArgs

RecognizerStateChangedEventArgs

Class Information

System.Speech.Recognition Namespace

Assembly System.Speech (system.speech.dll)

System.Speech, Version=6.0.4044.0, Culture=neutral, Str ng

PublicKeyToken=365143bb27e7ac8b Name

RecognizerStateChangedEventArgs Class

Note: This d cumentation is preliminary and is subject to change.

Provides data for the RecognizerStateChanged event.

Definition

Public Class RecognizerStateChangedEventArgs **Visual Basic**

Inherits SpeechEventArgs

C#

public class RecognizerStateChangedEventArgs: SpeechEventArgs

Managed

public __gc class RecognizerStateChangedEventArgs : public <u>SpeechEventArgs</u>

C++

JScript

public class RecognizerStateChangedEventArgs extends SpeechEventArgs

Members Table

The following table lists the members exposed by the RecognizerStateChangedEventArgs object. Click a tab on the left to choose the type of member you want to view.

| Properties | | Show All |
|-------------------|---------------|--|
| Show: | Property | Description |
| Fields | AudioPosition | Gets the time the event occurred, relative to the start of the stream. |
| Methods | | Inherited from SpeechEventArgs. |
| Properties | State | Gets the updated audio state. |
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Inheritance Hierarchy



EventArgs

SpeechEventArgs

RecognizerStateChangedEventArgs

Class Information

Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

System.Speech, Version=6.0.4044.0, Culture=neutral, Strong

Name PublicKeyToken=365143bb27e7ac8b

Rule Class

Note: This documentation is preliminary and is subject to change.

Represents a grammar rule.

Definition

Visual Basic Pul

Public Class **Rule**

Inherits Object

C#

public class Rule : Object

Managed C++ public __gc class Rule : public <u>Object</u>

JScript

public class Rule extends Object

Members Table

The following table lists the members exposed by the **Rule** object. Click a tab on the left to choose the type of member you want to view.

| Methods | | Show All | |
|------------|--|---|---|
| Show: | Method | Description | |
| Methods | Equals 😂 | Inherited from Object ⊕. | |
| | Finalize 😂 | Inherited from Object 😂. | |
| Properties | <u>GetHashCode</u> ⊕ | Inherited from <u>Object</u> ⊕. | |
| | GetType ⊕+ | Inherited from Object ⊕. | |
| | MemberwiseClone 😂 | Inherited from <u>Object</u> ⊕ +. | *************************************** |
| | ReferenceEquals 😂 | Inherited from <u>Object</u> ⊕+. | |
| | <u>Rule</u> | Initializes a new instance of the Rule class. | |
| · | ToString ⊕ | Inherited from <u>Object</u> €+. | *************************************** |
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Inheritance Hierarchy



Class Information

Namespace

System.Speech.Recognition

Assembly

System.Speech (system.speech.dll)

Strong

System.Speech, Version=6.0.4044.0, Culture=neutral,

Name

PublicKeyToken=365143bb27e7ac8b

Rule Class

Note: This documentation is preliminary and is subject to change.

Represents a grammar rule.

Definition

Visual Basic Public Class Rule

Inherits Object

C# public class Rule: Object

Managed C++ public __gc class Rule : public Object

JScript public class Rule extends Object

Members Table

The following table lists the members exposed by the Rule object. Click a tab on the left to choose the type of member you want to view.

| Properties | | | Show Ali | S |
|------------|--|---|----------|----------|
| Show: | Property | Description | | |
| Methods | <u>IsActive</u> | Gets or sets the state of a grammar rule. | | |
| Properties | Name | Gets the name of the rule. | | |
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Inheritance Hierarchy



Class Information

Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

Strong System.Speech, Version=6.0.4044.0, Culture=neutral, Name

PublicKeyToken=365143bb27e7ac8b

RuleCollection Class

Note: This documentation is preliminary and is subject to change.

Represents a collection of Rules.

Definition

Visual Basic Public Class RuleCollection

Inherits ReadOnlyCollectionBase

C# public class RuleCollection: ReadOnlyCollectionBase

Managed C++ public __gc class RuleCollection : public <u>ReadOnlyCollectionBase</u>

JScript public class RuleCollection extends ReadOnlyCollectionBase

Members Table

The following table lists the members exposed by the RuleCollection object. Click a tab on the left to choose the type of member you want to view.

| Methods | | | Show All | ₹ 🔞 |
|------------|-------------------------------|----------------------------------|----------------------------|-----|
| Show: | Method | Description | | |
| Methods | <u>Equals</u> ♦ | Inherited from Object 😂. | | |
| | <u>Finalize</u> ⊕ | Inherited from <u>Object</u> ⊜+. | | |
| Properties | get_Item | | | |
| | GetEnumerator 😂 | Inherited from ReadOnlyCollect | <u>ionBase</u> ⊕+ . | |
| | <u>GetHashCode</u> € → | Inherited from Object 😂. | | |
| | <u>GetType</u> ⊕ + | Inherited from <u>Object</u> ↔. | | |
| | MemberwiseClone | Inherited from Object 😂. | | |
| | ReferenceEquals 😂 | Inherited from Object 😂. | | |
| · | <u>ToString</u> ⊕ | Inherited from Object 😂. | 7 | |
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Inheritance Hierarchy



Class Information

Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

Strong System.Speech, Version=6.0.4044.0, Culture=neutral,

Name PublicKeyToken=365143bb27e7ac8b

RuleCollection Class

Note: This documentation is preliminary and is subject to change.

Represents a collection of Rules.

Definition

Visual Basic Public Class RuleCollection

Inherits ReadOnlyCollectionBase

C#

public class RuleCollection: ReadOnlyCollectionBase

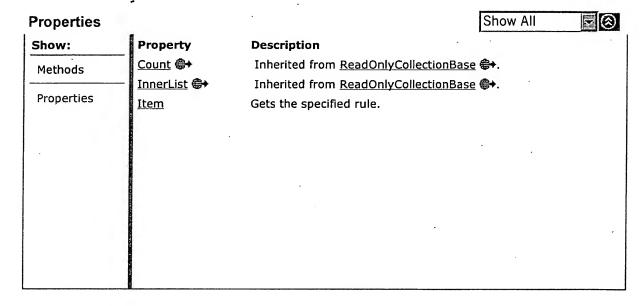
Managed C++ public <u>gc class **RuleCollection**</u>: public <u>ReadOnlyCollectionBase</u>

JScript

public class RuleCollection extends ReadOnlyCollectionBase

Members Table

The following table lists the members exposed by the **RuleCollection** object. Click a tab on the left to choose the type of member you want to view.



Inheritance Hierarchy



Class Information

Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

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Strong

System.Speech, Version=6.0.4044.0, Culture=neutral,

Name PublicKeyToken=365143bb27e7ac8b

SemanticProperty Class

Note: This documentati n is preliminary and is subject to change.

Represents a single semantic property that may contain additional levels of semantic information.

Definition

Visual Basic Public Class SemanticProperty

Inherits <u>Object</u>

C#

public class SemanticProperty: Object

Managed C++ public __gc class SemanticProperty : public Object

JScript

public class SemanticProperty extends Object

Members Table

The following table lists the members exposed by the SemanticProperty object. Click a tab on the left to choose the type of member you want to view.

| Methods | | Show All |
|------------|----------------------------|-----------------------------------|
| Show: | Method | Description |
| Methods | Equals 😂 | Inherited from <u>Object</u> ��◆. |
| | ─ Finalize ♦ | Inherited from Object 😂. |
| Properties | GetHashCode ⊕ ◆ | Inherited from Object 😂. |
| | GetType ⊕ ◆ | Inherited from Object 😂. |
| | MemberwiseClone ⊕ ∻ | Inherited from Object 😂. |
| | ReferenceEquals 😂 | Inherited from Object 😂. |
| | <u>ToString</u> ⊜> | Inherited from <u>Object</u> 😂. |
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Inheritance Hierarchy

Object ♥

SemanticProperty

Class Information

Namespace System.Speech.Recognition

Assembly

System.Speech (system.speech.dll)

Strong

System.Speech, Version=6.0.4044.0, Culture=neutral,

Name

PublicKeyToken=365143bb27e7ac8b

SemanticProperty Class

Note: This documentation is preliminary and is subject to change.

Represents a single semantic property that may contain additional levels of semantic information.

Definition

Visual Basic

Public Class SemanticProperty

Inherits Object

C#

public class SemanticProperty : Object

Managed C++ public __gc class SemanticProperty : public Object

JScript

public class SemanticProperty extends Object

Members Table

The following table lists the members exposed by the SemanticProperty object. Click a tab on the left to choose the type of member you want to view.

| Properties | | Show All |
|--------------------|-----------------------------|---|
| Show: | Property | Description |
| Methods Properties | <u>Confidence</u> | Gets the confidence score information relating to the semantic property. |
| rioperaes | <u>Name</u> | Gets the name of this semantic property. |
| | <u>Properties</u> | Gets the collection of child semantic properties of this property. |
| | <u>RecognizerConfidence</u> | Gets the confidence value for this semantic property computed by the speech recognition engine. |
| | <u>Text</u> | Gets the text of this semantic property. |
| | <u>Tokens</u> | Gets the tokens that correspond to this semantic property. |
| | <u>Value</u> | Gets the value of this semantic property. |

Inheritance Hierarchy



SemanticProperty

Class Information

Namespace

System.Speech.Recognition

Assembly

System.Speech (system.speech.dll)

Strong

System.Speech, Version=6.0.4044.0, Culture=neutral,

Name

PublicKeyToken=365143bb27e7ac8b

SemanticPropertyCollection Class

Note: This documentation is preliminary and is subject to change.

Represents a collection of semantic properties.

Definition

Visual Basic Public Class SemanticPropertyCollection

Inherits ReadOnlyCollectionBase

C# public class **SemanticPropertyCollection**: <u>ReadOnlyCollectionBase</u>

 $\textbf{Managed C++} \ \ \textbf{public } \underline{\quad \textbf{gc class SemanticPropertyCollection}} \ \ : \textbf{public } \underline{\quad \textbf{ReadOnlyCollectionBase}}$

JScript public class SemanticPropertyCollection extends <u>ReadOnlyCollectionBase</u>

Members Table

The following table lists the members exposed by the **SemanticPropertyCollection** object. Click a tab on the left to choose the type of member you want to view.

| Methods | | Show All |
|------------|----------------------------|--|
| Show: | Method | Description |
| Methods | Equals 😂 | Inherited from <u>Object</u> ⊕+. |
| | <u>Finalize</u> ⊕ | Inherited from <u>Object</u> ⊕+. |
| Properties | <u>get_Item</u> | • |
| | GetEnumerator €→ | Inherited from ReadOnlyCollectionBase 😂. |
| | GetHashCode €+ | Inherited from <u>Object</u> ⊜+. |
| | <u>GetType</u> ⊕ + | Inherited from <u>Object</u> ⊜+. |
| | MemberwiseClone ⊕+ | Inherited from Object 😂. |
| | ReferenceEquals 😂 | Inherited from Object ⊕. |
| | <u>ToString</u> ⊕ + | Inherited from <u>Object</u> ⊕+. |
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Inheritance Hierarchy

Class Information

Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

Strong System.Speech, Version=6.0.4044.0, Culture=neutral,

Name PublicKeyToken=365143bb27e7ac8b

SemanticPropertyCollection Class

Note: This documentation is preliminary and is subject to change.

Represents a collection of semantic properties.

Definition

Visual Basic Public Class SemanticPropertyCollection

Inherits ReadOnlyCollectionBase

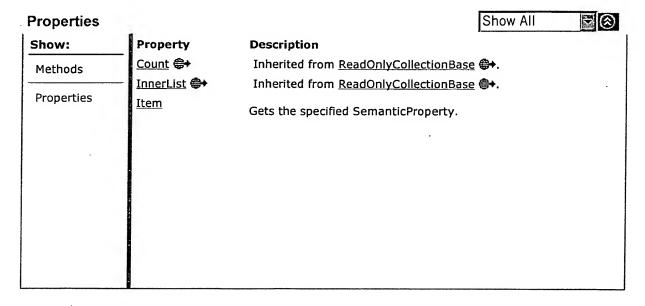
C# public class SemanticPropertyCollection : ReadOnlyCollectionBase

Managed C++ public __gc class **SemanticPropertyCollection** : public <u>ReadOnlyCollectionBase</u>

JScript public class SemanticPropertyCollection extends <u>ReadOnlyCollectionBase</u>

Members Table

The following table lists the members exposed by the **SemanticPropertyCollection** object. Click a tab on the left to choose the type of member you want to view.



Inheritance Hierarchy



Class Information

Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

Strong System.Speech, Version=6.0.4044.0, Culture=neutral,

Name PublicKeyToken=365143bb27e7ac8b

SpeechEventArgs Class

Note: This documentati n is preliminary and is subject to change.

Provides data for these events: NoRecognition, AudioLevelChanged, RecognitionStarted, RecognitionStopped, RecognitionCanceled, RecognitionPaused, and RecognitionResumed.

Definition

Visual Basic

Public Class SpeechEventArgs

Inherits EventArgs

C#

public class SpeechEventArgs : EventArgs

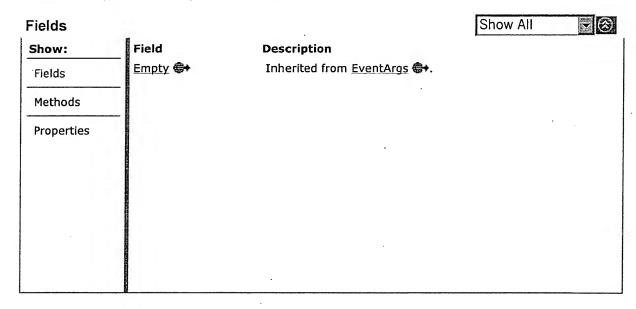
 $\textbf{Managed C++} \hspace{0.1cm} \textbf{public } \underline{\hspace{0.1cm}} \textbf{gc class SpeechEventArgs} \hspace{0.1cm} : \textbf{public } \underline{\hspace{0.1cm}} \underline{\hspace{0.1cm}} \textbf{eventArgs}$

JScript

public class SpeechEventArgs extends EventArgs

Members Table

The following table lists the members exposed by the **SpeechEventArgs** object. Click a tab on the left to choose the type of member you want to view.



Inheritance Hierarchy



SpeechEventArgs

<u>ActiveCategoryChangedEventArgs</u>

<u>AudioContentChangedEventArgs</u>

<u>BookmarkEventArgs</u>

CommandRecognitionEventArgs

InterferenceEventArgs

RecognitionEventArgs

RecognizeProgressChangedEventArgs

RecognizerStateChangedEventArgs

<u>UpdateEventArgs</u>

Class Information

Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

Strong System.Speech, Version=6.0.4044.0, Culture=neutral,

Name PublicKeyToken=365143bb27e7ac8b

SpeechEventArgs Class

Note: This documentation is preliminary and is subject to change.

Provides data for these events: NoRecognition, AudioLevelChanged, RecognitionStarted, RecognitionStopped, RecognitionCanceled, RecognitionPaused, and RecognitionResumed.

Definition

Visual Basic Public Class SpeechEventArgs

Inherits EventArgs

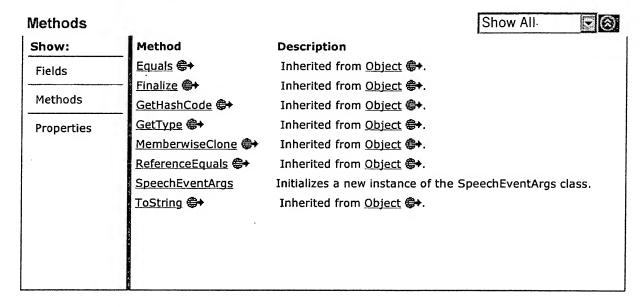
C# public class SpeechEventArgs : EventArgs

Managed C++ public __gc class SpeechEventArgs : public <u>EventArgs</u>

JScript public class SpeechEventArgs extends *EventArgs*

Members Table

The following table lists the members exposed by the **SpeechEventArgs** object. Click a tab on the left to choose the type of member you want to view.



Inheritance Hierarchy



ActiveCategoryChangedEventArgs

<u>AudioContentChangedEventArgs</u>

BookmarkEventArgs

CommandRecognitionEventArgs

InterferenceEventArgs

RecognitionEventArgs

RecognizeProgressChangedEventArgs

 $\underline{Recognizer State Changed Event Args}$

<u>UpdateEventArgs</u>

Class Information

Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dli)

Strong System.Speech, Version=6.0.4044.0, Culture=neutral,

Name PublicKeyToken=365143bb27e7ac8b

SpeechEventArgs Class

Note: This documentation is preliminary and is subject to change.

Provides data for these events: NoRecognition, AudioLevelChanged, RecognitionStarted, RecognitionStopped, RecognitionCanceled, RecognitionPaused, and RecognitionResumed.

Definition

Visual Basic Public Class SpeechEventArgs

Inherits EventArgs

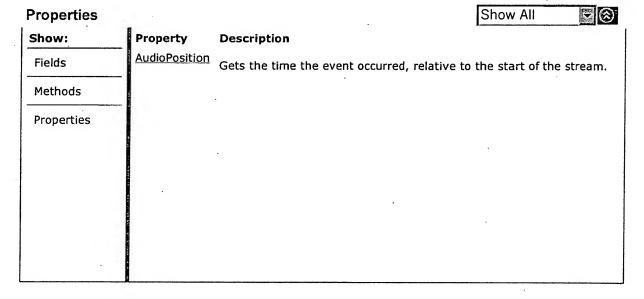
C# public class SpeechEventArgs : EventArgs

Managed C++ public __gc class SpeechEventArgs : public <u>EventArgs</u>

JScript public class SpeechEventArgs extends *EventArgs*

Members Table

The following table lists the members exposed by the **SpeechEventArgs** object. Click a tab on the left to choose the type of member you want to view.



Inheritance Hierarchy



<u>ActiveCategoryChangedEventArgs</u>

<u>AudioContentChangedEventArgs</u>

BookmarkEventArgs

CommandRecognitionEventArgs

<u>InterferenceEventArgs</u>

RecognitionEventArgs

RecognizeProgressChangedEventArgs

RecognizerStateChangedEventArgs

UpdateEventArgs

Class Information

Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

Strong System.Speech, Version=6.0.4044.0, Culture=neutral,

Name PublicKeyToken=365143bb27e7ac8b

SpokenToken Class

Note: This documentation is preliminary and is subject t change.

Represents a token, in western languages this is typically a word, that was recognized by the speech recognizer.

Definition

Visual Basic Public Class SpokenToken

Inherits Object

C# public class SpokenToken : Object

Managed C++ public __gc class SpokenToken : public <u>Object</u>

JScript public class SpokenToken extends Object

Members Table

The following table lists the members exposed by the **SpokenToken** object. Click a tab on the left to choose the type of member you want to view.

| Methods | | Show All |
|------------|---------------------------------|--|
| Show: | Method | Description |
| Methods | <u>Equals</u> €+ | Inherited from <u>Object</u> ⊕. |
| | <u>Finalize</u> ⊕ | Inherited from Object . |
| Properties | <u>GetHashCode</u> ⊕ | Inherited from <u>Object</u> ⊕. |
| | <u>GetType</u> ⊕ | Inherited from Object ⊕. |
| | <u>MemberwiseClone</u> ⊕ | Inherited from <u>Object</u> ⊕ •. |
| | ReferenceEquals 😂 | Inherited from Object ⊕+. |
| | <u>ToString</u> | Gets the spoken text of the token. |
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Inheritance Hierarchy

Object ⊕

SpokenToken

Class Information

Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

Strong System.Speech, Version=6.0.4044.0, Culture=neutral,

Name PublicKeyToken=365143bb27e7ac8b

SpokenToken Class

Note: This d cumentation is preliminary and is subject to change.

Represents a token, in western languages this is typically a word, that was recognized by the speech recognizer.

Definition

Visual Basic Public Class SpokenToken

Inherits Object

C#

public class SpokenToken: Object

 $\textbf{Managed C++} \ \ \text{public} \ \underline{\quad \ } \text{gc class } \textbf{SpokenToken} \ : \ \text{public} \ \underline{\quad \ } \text{Object}$

JScript

public class SpokenToken extends Object

Members Table

The following table lists the members exposed by the **SpokenToken** object. Click a tab on the left to choose the type of member you want to view.

| Properties | | Show All |
|---------------------|-----------------------------|---|
| Show: | Property | Description |
| Methods Properties. | <u>Audio</u> | Gets the captured audio that corresponds to this recognized token. |
| | <u>Confidence</u> | Gets confidence score information that expresses how confident the speech recognizer is that this is the correct token. |
| | PronunciationString | Gets the pronunciation of the token in string form. |
| | <u>RecognizerConfidence</u> | Gets confidence score information that expresses how confident the speech recognizer is that this is the correct token. |
| | <u>Text</u> | Gets the spoken text of the token. |

Inheritance Hierarchy



SpokenToken

Class Information

Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dli)

Strong System.Speech, Version=6.0.4044.0, Culture=neutral,

Name PublicKeyToken=365143bb27e7ac8b

SpokenTokenCollection Class

Note: This documentation is preliminary and is subject to change.

Represents a collection of recognized tokens.

Definition

Visual Basic Public Class SpokenTokenCollection

Inherits ReadOnlyCollectionBase

C# public class SpokenTokenCollection : <u>ReadOnlyCollectionBase</u>

Managed C++ public __gc class SpokenTokenCollection : public <u>ReadOnlyCollectionBase</u>

JScript public class SpokenTokenCollection extends <u>ReadOnlyCollectionBase</u>

Members Table

The following table lists the members exposed by the **SpokenTokenCollection** object. Click a tab on the left to choose the type of member you want to view.

| Methods | | Show All |
|------------|-------------------------------|---|
| Show: | Method | Description |
| Methods | Equals 😂 | Inherited from Object ⊕. |
| | <u>Finalize</u> | Inherited from Object 🖶. |
| Properties | <u>GetAlternates</u> | Gets a collection of alternates specified by a range of tokens in the result. |
| | <u>GetAudio</u> | Gets the captured audio that corresponds to the specified range of tokens in this collection. |
| | GetEnumerator 😂 | Inherited from ReadOnlyCollectionBase ⊕+. |
| | <u>GetHashCode</u> ⊕ | Inherited from <u>Object</u> ⊕. |
| | <u>GetText</u> | Gets the text that the specified range of tokens represents. |
| | GetType ⊕ + | Inherited from Object . |
| | MemberwiseClone ⊕ + | Inherited from <u>Object</u> ⊕ •. |
| | ReferenceEquals 😂 | Inherited from <u>Object</u> ⊕. |
| | <u>ToString</u> ⊕+ | Inherited from <u>Object</u> ⊕+. |

Inheritance Hierarchy

Object
ReadOnlyCollectionBase
SpokenTokenCollection

Class Information

Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

Strong System.Speech, Version=6.0.4044.0, Culture=neutral,

Name PublicKeyToken=365143bb27e7ac8b

SpokenTokenCollection Class

Note: This documentation is preliminary and is subject to change.

Represents a collection of recognized tokens.

Definition

Visual Basic Public Class SpokenTokenCollection

Inherits <u>ReadOnlyCollectionBase</u>

C# public class SpokenTokenCollection : <u>ReadOnlyCollectionBase</u>

Managed C++ public __gc class SpokenTokenCollection : public <u>ReadOnlyCollectionBase</u>

JScript public class SpokenTokenCollection extends <u>ReadOnlyCollectionBase</u>

Members Table

The following table lists the members exposed by the **SpokenTokenCollection** object. Click a tab on the left to choose the type of member you want to view.

| Properties | | Show All |
|------------|--------------------------------|---|
| Show: | Property | Description |
| Methods | <u>Audio</u> | Gets the captured audio that corresponds to this collection of recognized tokens. |
| Properties | Count 😂 | Inherited from ReadOnlyCollectionBase €. |
| | <u>InnerList</u> ⊕ + | Inherited from ReadOnlyCollectionBase ⊕. |
| | <u>Item</u> | Gets the token at the specified position. |
| | <u>Text</u> | Gets the text that this collection of token represents. |
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Inheritance Hierarchy



Class Information

Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

Strong System.Speech, Version=6.0.4044.0, Culture=neutral,

Name PublicKeyToken=365143bb27e7ac8b

SystemRecognizer Class

Note: This documentation is preliminary and is subject to change.

Represents the shared recognizer.

Definition

Visual Basic Public Class SystemRecognizer

Inherits Object

Implements IDisposable, IRecognizer

C#

public class SystemRecognizer: Object,

IDisposable, IRecognizer

Managed C++ public __gc class SystemRecognizer : public <u>Object</u>,

IDisposable, IRecognizer

JScript

public class SystemRecognizer extends Object

implements IRecognizer, IDisposable

Members Table

The following table lists the members exposed by the SystemRecognizer object. Click a tab on the left to choose the type of member you want to view.

| Events | • | Show All |
|------------|-------------------------------|---|
| Show: | Event | Description |
| Events | <u>ActiveCategoryChanged</u> | Occurs when the active category is changed. |
| Methods | <u>AudioContentChanged</u> | Occurs when the type of signal in the audio input changed. |
| Properties | <u>Bookmark</u> | Occurs when a bookmark is reached. |
| | <u>Hypothesis</u> | Occurs when a spoken phrase is partially recognized. |
| | <u>InterferenceDetected</u> | Occurs when the speech recognition engine encounters interference in the input audio stream preventing an optimal speech recognition experience. |
| | <u>NoRecognition</u> | Occurs when a spoken phrase is not recognized. |
| | <u>Recognition</u> | Occurs when a spoken phrase is successfully recognized. |
| | RecognizeProgressChanged | Occurs when the input audio volume level changes. |
| | <u>RecognizerStateChanged</u> | Occurs when recognition starts, or stops; or when recognition is canceled, paused, or resumed. |
| | <u>RejectedRecognition</u> | Occurs when a spoken phrase is recognized with low confidence. |
| | <u>Update</u> | Occurs when the RequestUpdate and related methods are used to request that the recognition engine pause to allow changes to grammars or other changes to be made. |

Inheritance Hierarchy



SystemRecognizer

Examples

The following code example creates a SystemRecognizer object and adds delegates to events.

private void SpeechRecognition_Load(object sender, EventArgs e)

// Initial

Class Information

Namespace

System.Speech.Recognition

Assembly

System.Speech (system.speech.dll)

Strong

System.Speech, Version=6.0.4044.0, Culture=neutral,

Name

PublicKeyToken=365143bb27e7ac8b

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SystemRecognizer Class

Note: This documentation is preliminary and is subject to change.

Represents the shared recognizer.

Definition

Visual Basic Public Class SystemRecognizer

Inherits Object

Implements *IDisposable*, *IRecognizer*

C#

public class SystemRecognizer: Object,

IDisposable, IRecognizer

Managed C++ public __gc class SystemRecognizer : public Object,

IDisposable, IRecognizer

JScript

public class SystemRecognizer extends Object

implements *IRecognizer*, *IDisposable*

Members Table

The following table lists the members exposed by the **SystemRecognizer** object. Click a tab on the left to choose the type of member you want to view.

| Methods | | Show All |
|------------|----------------------------|--|
| Show: | Method | Description |
| Events | AdaptLanguageModel | Passes a specified string to the recognition engine for use in adapting the active language models. |
| Methods | <u>Dispose</u> | Releases the unmanaged resources used by the |
| Properties | | SystemRecognizer class. |
| · | <u>EmulateRecognize</u> | Simulates a speech recognition event by assuming that a specified string was spoken by the user. |
| | Equals 😂 | Inherited from <u>Object</u> ⊕+. |
| | <u>Finalize</u> ⊕ + | Inherited from <u>Object</u> 👺. |
| | <u>GetHashCode</u> €+ | Inherited from <u>Object</u> 😂. |
| | GetType €→ | Inherited from <u>Object</u> 😂. |
| | <u>InsertBookmark</u> | Sets a bookmark at a specified stream position, and fires the Bookmark event. |
| | <u>InsertBookmarkAhead</u> | Sets a bookmark at a specified amount of time ahead of the current audio position, and fires the Bookmark event. |
| | MemberwiseClone 🕪 | Inherited from <u>Object</u> �+. |
| | ReferenceEquals 😂 | Inherited from <u>Object</u> 😂. |
| · | <u>RequestUpdate</u> | Requests an update as soon as the engine can accept it. The system will fire the Update event once the recognizer is ready to receive updates. |
| | RequestUpdateAhead | Requests an update as soon as the engine can accept it. The system will fire the Update event once the recognizer is ready to receive updates. |
| | <u>SetState</u> | Sets recognizer state. |

<u>ToString</u> **⊕+** <u>WaitForUpdate</u>

Inherited from Object ⊕+.

Raises the Update event, and blocks the recognizer until the Update event handler finishes.

Inheritance Hierarchy

Object 😂

SystemRecognizer

Examples

. The following code example creates a SystemRecognizer object and adds delegates to events.

private void SpeechRecognition_Load(object sender, EventArgs e)

// Initial

Class Information

Namespace

System.Speech.Recognition

Assembly

System.Speech (system.speech.dll)

Strong

System.Speech, Version=6.0.4044.0, Culture=neutral,

Name

PublicKeyToken=365143bb27e7ac8b

SystemRecognizer Class

Note: This documentation is preliminary and is subject to change.

Represents the shared recognizer.

Definition

Visual Basic Public Class SystemRecognizer

Inherits Object

Implements IDisposable, IRecognizer

C#

public class SystemRecognizer: Object,

IDisposable, IRecognizer

Managed C++ public __gc class SystemRecognizer : public <u>Object</u>,

IDisposable, IRecognizer

JScript

public class SystemRecognizer extends Object

implements IRecognizer, IDisposable

Members Table

The following table lists the members exposed by the SystemRecognizer object. Click a tab on the left to choose the type of member you want to view.

| Properties | | Show All 🖫 🔕 |
|------------|---------------------------|---|
| Show: | Property | Description |
| Events | <u>ActiveCategory</u> | Gets and sets the active recognizer category. |
| Methods | <u>Attributes</u> | Gets the collection of attributes referenced by the recognizer. |
| Properties | AudioContent | Returns the content of the audio stream. |
| | <u>AudioPosition</u> | Gets the current read or write position of the stream or device in bytes. |
| | <u>EnableRejection</u> | Gets a value that specifies whether the recognizer splits recognitions into those with high confidence that raise a Recognition event, and those with low confidence that raise a RejectedRecognition event. True by default. If set to false, all recognitions fire a Recognition event. |
| | <u>Grammars</u> | Gets the collection of grammars referenced by the recognizer. |
| | <u>IsActive</u> | Gets or sets a value that specifies whether the recognizer is active. Defaults to true. |
| | <u>Properties</u> | Gets the collection of properties referenced by the recognizer. |
| | Recognizer | |
| | <u>RecognizerPosition</u> | Gets the current stream position the engine has recognized to. Stream positions are measured in bytes. This value can be used to check the engine's progress using the audio data. |
| | <u>State</u> | Gets the current state of the recognizer. |

Inheritance Hierarchy

Object *

SystemRecognizer

Examples

The following code example creates a SystemRecognizer object and adds delegates to events.

private void SpeechRecognition_Load(object sender, EventArgs e)

// Initial

Class Information

Namespace

System.Speech.Recognition

Assembly

System.Speech (system.speech.dll)

Strong

System.Speech, Version=6.0.4044.0, Culture=neutral,

Name

PublicKeyToken=365143bb27e7ac8b

UpdateEventArgs Class

Note: This documentation is preliminary and is subject to change.

Provides data for the Update event.

Definition

Visual Basic Public Class UpdateEventArgs

Inherits SpeechEventArgs

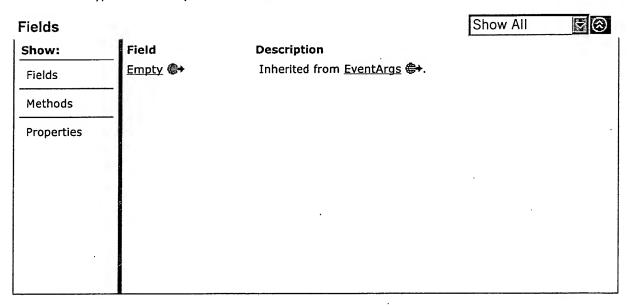
C# public class **UpdateEventArgs** : <u>SpeechEventArgs</u>

Managed C++ public __gc class UpdateEventArgs : public <u>SpeechEventArgs</u>

public class UpdateEventArgs extends SpeechEventArgs **JScript**

Members Table

The following table lists the members exposed by the UpdateEventArgs object. Click a tab on the left to choose the type of member you want to view.



Inheritance Hierarchy



Class Information

Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dli)

System.Speech, Version=6.0.4044.0, Culture=neutral, Str ng

PublicKeyToken=365143bb27e7ac8b Name

UpdateEventArgs Class

Note: This documentation is preliminary and is subject to change.

Provides data for the Update event.

Definition

Visual Basic Public Class UpdateEventArgs

Inherits SpeechEventArgs

C# public class UpdateEventArgs : SpeechEventArgs

Managed C++ public <u>gc class **UpdateEventArgs**</u>: public <u>SpeechEventArgs</u>

public class **UpdateEventArgs** extends <u>SpeechEventArgs</u>

Members Table

The following table lists the members exposed by the UpdateEventArgs object. Click a tab on the left to choose the type of member you want to view.

| Methods | | Show All |
|------------|-------------------------------|--|
| Show: | Method | Description |
| Fields | Equals 😂 | Inherited from Object 💝. |
| | <u>Finalize</u> 😂 | Inherited from <u>Object</u> ⊕+. |
| Methods | <u>GetHashCode</u> ⊕ + | Inherited from Object 😂. |
| Properties | <u>GetType</u> 😂 | Inherited from <u>Object</u> ⊕ +. |
| | MemberwiseClone | Inherited from <u>Object</u> ⊕ •. |
| | ReferenceEquals 😂 | Inherited from <u>Object</u> ⊕. |
| | <u>ToString</u> ⊕ | Inherited from <u>Object</u> |
| | <u>UpdateEventArgs</u> | Initializes a new instance of the UpdateEventArgs class. |
| | | · · |
| | | • |
| • | | |
| | | |

Inheritance Hierarchy



Class Information

Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

System.Speech, Version=6.0.4044.0, Culture=neutral, Str ng

Name PublicKeyToken=365143bb27e7ac8b

UpdateEventArgs Class

Note: This documentation is preliminary and is subject to change.

Provides data for the Update event.

Definition

Visual Basic Public Class UpdateEventArgs

Inherits SpeechEventArgs

C# public class UpdateEventArgs : <u>SpeechEventArgs</u>

Managed C++ public __gc class UpdateEventArgs : public <u>SpeechEventArgs</u>

JScript public class UpdateEventArgs extends SpeechEventArgs

Members Table

The following table lists the members exposed by the **UpdateEventArgs** object. Click a tab on the left to choose the type of member you want to view.

| Properties | | | Show All | ▽ |
|------------|---------------|---|------------------|----------|
| Show: | Property | Description | | |
| Fields | AudioPosition | Gets the time the event occurred, relative to | the start of the | stream. |
| Methods | | Inherited from SpeechEventArgs. | | |
| Properties | <u>Tag</u> | Gets an application-supplied object reference | : . | |
| | | | | |
| | | | | |
| | | | | |
| | | • | | |
| | | | | |
| | | | | |

Inheritance Hierarchy



Class Information

Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

Strong System.Speech, Version=6.0.4044.0, Culture=neutral,

Name PublicKeyToken=365143bb27e7ac8b

IRecognizer Interface

Note: This d cumentation is preliminary and is subject to change.

Provides an interface representing a speech recognizer.

Definition

Visual Basic Public Interface IRecognizer public interface IRecognizer

Managed C++ public __gc __interface IRecognizer

JScript public interface IRecognizer

Members Table

The following table lists the members exposed by the IRecognizer object. Click a tab on the left to choose the type of member you want to view.

| Events | | Show All 💆 🔕 |
|------------|-------------------------------|---|
| Show: | Event | Description |
| Events | <u>AudioContentChanged</u> | Occurs when the type of signal in the audio input changed. |
| Methods | <u>Bookmark</u> | Occurs when a bookmark is reached. |
| Properties | <u>Hypothesis</u> | Occurs when a spoken phrase is partially recognized. |
| | <u>InterferenceDetected</u> | Occurs when the speech recognition engine encounters interference in the input audio stream preventing an optimal speech recognition experience. |
| | <u>NoRecognition</u> | Occurs when a spoken phrase is not recognized. |
| | <u>Recognition</u> | Occurs when a spoken phrase is successfully recognized. |
| | RecognizeProgressChanged | Occurs when the input audio volume level changes. |
| | <u>RecognizerStateChanged</u> | Occurs when recognition starts, or stops; or when recognition is canceled, paused, or resumed. |
| | <u>RejectedRecognition</u> | Occurs when a spoken phrase is recognized with low confidence. |
| | <u>Update</u> | Occurs when the RequestUpdate and related methods are used to request that the recognition engine pause to allow changes to grammars or other changes to be made. |

Interface Information

Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

Strong System.Speech, Version=6.0.4044.0, Culture=neutral,

Name PublicKeyToken=365143bb27e7ac8b

IRecognizer Interface

Note: This documentation is preliminary and is subject to change.

Provides an interface representing a speech recognizer.

Definition

Visual Basic Public Interface IRecognizer
C# public interface IRecognizer

Managed C++ public __gc __interface IRecognizer

JScript public in

public interface IRecognizer

Members Table

The following table lists the members exposed by the **IRecognizer** object. Click a tab on the left to choose the type of member you want to view.

| Methods | 2 | Show All 🖾 🔕 |
|------------|----------------------------|---|
| Show: | Method | Description |
| Events | <u>AdaptLanguageModel</u> | Passes a specified string to the recognition engine for use in |
| Methods | Faranta ba Danasa s | adapting the active language models. |
| Properties | <u>EmulateRecognize</u> | Simulates a speech recognition event by assuming that a specified string was spoken by the user. |
| | <u>InsertBookmark</u> | Sets a bookmark at a specified stream position, and fires the Bookmark event. |
| | <u>InsertBookmarkAhead</u> | Sets a bookmark at a specified amount of time ahead of the current audio position, and fires the Bookmark event. |
| | <u>RequestUpdate</u> | Requests an update as soon as the engine can accept it. The system will fire the Update event once the recognizer is ready to receive updates. |
| | <u>RequestUpdateAhead</u> | Requests an update when the engine reaches a position a specified amount of time ahead of the current audio position. If the time ahead is zero, then the engine pauses as soon as it recognizes speech up to the current audio position. |
| | <u>WaitForUpdate</u> | Raises the Update event, and blocks the recognizer until the Update event handler finishes. |

Interface Information

Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

System.Speech, Version=6.0.4044.0, Culture=neutral,

Name PublicKeyToken=365143bb27e7ac8b

IRecognizer Interface

Note: This documentation is preliminary and is subject to change.

Provides an interface representing a speech recognizer.

Definition

Visual Basic Public Interface IRecognizer

C# public interface IRecognizer

Managed C++ public __gc __interface IRecognizer

JScript public interface IRecognizer

Members Table

The following table lists the members exposed by the **IRecognizer** object. Click a tab on the left to choose the type of member you want to view.

| Properties | | Show All |
|-------------|------------------------|---|
| Show: | Property | Description |
| Events | <u>Attributes</u> | Gets the recognizer attributes of the underlying recognizer. Read |
| Methods | A. die Combond | only. |
| Properties | <u>AudioContent</u> | Returns the content of the audio stream. |
| riopetities | <u>EnableRejection</u> | Gets a value that specifies whether the recognizer splits recognitions into those with high confidence that raise a Recognition event, and those with low confidence that raise a RejectedRecognition event. True by default. If set to false, all recognitions fire a Recognition event. |
| | <u>Grammars</u> | Gets the collection of grammars attached to this recognizer. |
| | <u>IsActive</u> | Gets or sets a value that specifies whether the recognizer is active. Defaults to true. |
| | <u>Properties</u> | Gets the properties of this instance of the recognizer. |
| | <u>State</u> | Gets the current state of the recognizer. |

Interface Information

Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

Strong System.Speech, Version=6.0.4044.0, Culture=neutral,

Name PublicKeyToken=365143bb27e7ac8b

AdaptationRelevance Enumeration

Note: This documentation is preliminary and is subject to change.

Specifies an estimate of the language model data relevance.

Definition

Visual Basic Public Enum AdaptationRelevance

C# public enum AdaptationRelevance

Managed C++ __value public enum AdaptationRelevance

JScript public enum AdaptationRelevance

Constants

| Constant Name | Description |
|------------------|---|
| Unknown | The application has no information on relevance. Probably the same as Low relevance, but specified separately. |
| Low | Language model data relevance is low. Text data might be arbitrary documents, and not be representative of the user or topic. |
| Medium | Language model data relevance is medium. Text data has additional relevance, documents are previously written by user. |
| High | Language model data relevance is high. Data is directly selected by the user or application for this topic. |

Enumeration Information

Namespace System. Speech. Recognition

Assembly System. Speech (system. speech.dll)

Strong System. Speech, Version=6.0.4044.0, Culture=neutral,

Name PublicKeyToken=365143bb27e7ac8b

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AdaptationSettings Enumeration

Note: This documentation is preliminary and is subject to change.

Specifies the options to use with the AdaptLanguageModel method to control the language model adaptation process.

Definition

Visual Basic Public Enum Adaptation Settings

C# public enum AdaptationSettings

Managed C++ value public enum AdaptationSettings

public enum AdaptationSettings

Constants

Constant Name

Description

Default

Default engine settings.

AdaptCurrentRecognizer

Perform adaptation for this recognizer object only, and do not store the result of the adaptation after the recognizer is closed.

Persistently store the result of the adaptation in the RecoProfile.

AdaptRecognizerProfile This flag can be combined with the AdaptCurrentRecognizer

flag.

Immediate

Immediately store the result of the adaptation. Sometimes engines will wait until a certain amount of data is obtained before

adapting. This makes the adaptation occur immediately.

Enumeration Information

Namespace System. Speech. Recognition

Assembly System. Speech (system. speech.dll)

System.Speech, Version=6.0.4044.0, Culture=neutral, Strong

Name PublicKeyToken=365143bb27e7ac8b

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AudioContent Enumeration

Note: This documentation is preliminary and is subject to change.

Specifies the current audio state.

Definition

Visual Basic Public Enum AudioContent

C# public enum AudioContent

Managed C++ value public enum AudioContent

JScript public enum AudioContent

Constants

| Constant Name | Description | |
|------------------|---|--|
| Stopped | The audio input is stopped. | |
| Silence | The audio input contains silence. | |
| Sound | The audio input contains a non-silence signal, but is not identifiable as speech. | |
| Speech | The audio input contains a speech signal. | |

Enumeration Information

Namespace System.Speech.Recognition

Assembly System. Speech (system. speech.dll)

Strong System. Speech, Version=6.0.4044.0, Culture=neutral,

Name PublicKeyToken=365143bb27e7ac8b

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Confidence Enumeration

Note: This documentation is preliminary and is subject to change.

Specifies the various high level confidence values possible for speech recognition.

Definition

Visual Basic Public Enum Confidence
C# public enum Confidence

Managed C++ __value public enum Confidence

JScript public enum Confidence

Constants

Canatant

| Name | Description |
|--------|---|
| High | Indicates that the speech recognizer has high confidence that the audio was processed correctly. When an application discovers that something has a high level of confidence, it's very likely that the user did in fact say what was recognized. |
| Normal | Indicates that the speech recognizer has a normal level of confidence that the audio was processed correctly. |
| Low | Indicates that the speech recognizer has a low level of confidence that the audio was processed correctly. This means that it is likely that that the recognition result is not what the user actually said. |

Enumeration Information

Namespace System.Speech.Recognition

Assembly System. Speech (system. speech.dll)

Strong System. Speech, Version=6.0.4044.0, Culture=neutral.

Name PublicKeyToken=365143bb27e7ac8b

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InterferenceType Enumeration

Note: This documentation is preliminary and is subject to change.

Specifies the types of interference in the audio input preventing an optimal speech recognition experience.

Definition

Visual Basic Public Enum InterferenceType

C# public enum InterferenceType

Managed C++ value public enum InterferenceType

JScript public enum InterferenceType

Constants

| Constant Name | Description |
|------------------|---|
| TooNoisy | The audio input is too noisy for accurate recognition of the input phrase. |
| NoSignal | The audio input does not contain any audio signal (flat line). |
| TooLoud | The audio input is too loud for optimal recognition, resulting in clipping of the signal. |
| TooSoft | The audio input is too soft, resulting in sub-optimal recognition of the input phrase. |
| TooFast | The audio input is too fast for optimal recognition. |
| TooSlow | The audio input is too slow for optimal recognition. |

Enumeration Information

Namespace System. Speech. Recognition

Assembly System. Speech (system. speech.dll)

Strong System. Speech, Version=6.0.4044.0, Culture=neutral,

Name PublicKeyToken=365143bb27e7ac8b

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LeadingSpace Enumeration

Note: This documentation is preliminary and is subject to change.

Specifies how to handle leading space when incorporating RecognitionResult text into surrounding text.

Definition

Visual Basic Public Enum LeadingSpace

C# public enum LeadingSpace

Managed C++ _value public enum LeadingSpace

JScript public enum LeadingSpace

Constants

| Constant Name | Description |
|----------------------|--|
| ConsumeLeadingSpaces | Indicates that the application will consume spaces before the RecognitionResult that is being incorporated into surrounding text. |
| NoLeadingSpaces | Indicates that the application will not insert additional space before the RecognitionResult that is being incorporated into surrounding text. |
| OneLeadingSpace | Indicates that the application will inject a single additional space before the RecognitionResult. |
| TwoLeadingSpaces | Indicates that the application will inject two additional spaces before the RecognitionResult. |

Enumeration Information

Namespace System. Speech. Recognition

Assembly System.Speech (system.speech.dll)

Strong System. Speech, Version=6.0.4044.0, Culture=neutral,

Name PublicKeyToken=365143bb27e7ac8b

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RecognizeMode Enumeration

Note: This documentation is preliminary and is subject to change.

Specifies the recognition mode.

Definition

Visual Basic Public Enum RecognizeMode

C# public enum RecognizeMode

Managed C++ value public enum RecognizeMode

JScript public enum RecognizeMode

Constants

Constant Name Description

Automatic The recognition mode is automatic.

Multiple The recognition mode is multiple.

Enumeration Information

Namespace System.Speech.Recognition

Assembly System. Speech (system. speech.dll)

Strong System. Speech, Version=6.0.4044.0, Culture=neutral,

Name PublicKeyToken=365143bb27e7ac8b

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RecognizerState Enumeration

Note: This documentation is preliminary and is subject to change.

Specifies the current state of the recognizer.

Definition

Visual Basic Public Enum RecognizerState

C# public enum RecognizerState

Managed C++ value public enum RecognizerState

JScript public enum RecognizerState

Constants

Constant Name Description

Stopped The recognizer is currently stopped, and is not listening.

The recognizer is currently paused, with input audio continuing to be

Paused

queued.

Listening

The recognizer is currently listening.

Sleeping

The recognizer is currently asleep. It will wake up if the user says "Wake

up"

Enumeration Information

Namespace System.Speech.Recognition

Assembly System. Speech (system. speech.dll)

Strong

System. Speech, Version=6.0.4044.0, Culture=neutral,

Name

PublicKeyToken=365143bb27e7ac8b

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ResultType Enumeration

Note: This documentation is preliminary and is subject to change.

Specifies the types of recognition result that can be sent.

Definition

Visual Basic Public Enum ResultType

C#

public enum ResultType

Managed C++ __value public enum ResultType

JScript public enum ResultType

Constants

| Constant Name | Description |
|-------------------------------|---|
| Hypothesis | A trecoignition result which is a hypothesis, or a provisional match of part of the input speech. |
| Recognition | A recognition result that the engine recommends can be acted on. |
| RejectedRecognition | A recognition result that has low confidence and thus the engine does not recommend acting on without confirmation from the user. |
| NoRecognition | The recognizer finished processing the speech but was unable to recognize anything. |
| RecognitionForOtherRecognizer | The engine recognized speech for a different application, and the full result was sent there. |
| RecognitionTimeout | Recognition terminated due to initial silence or babble timeout. |

' D

Examples

The following code example displays the recognition result and updates the semantics and alternates.

private void Recognizer Recognition(object sender, RecognitionEventArqs e Private Sub ProcessRecognition(ByVal e As RecognitionEventArgs)

Enumeration Information

Namespace System. Speech. Recognition

Assembly System.Speech (system.speech.dll)

System.Speech, Version=6.0.4044.0, Culture=neutral, Strong

Name PublicKeyToken=365143bb27e7ac8b

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TrailingSpace Enumeration

Note: This documentation is preliminary and is subject to change.

Specifies how to handle trailing space when incorporating the RecognitionResult's text into surrounding text.

Definition

Visual Basic Public Enum TrailingSpace

public enum TrailingSpace

Managed C++ value public enum TrailingSpace

JScript public enum TrailingSpace

Constants

| Constant Name | Description |
|-----------------------|--|
| ConsumeTrailingSpaces | Indicates that the application will consume spaces after the RecognitionResult that is being incorporated into surrounding text. |
| NoTrailingSpaces | Indicates that the application will not inject any additional spaces after the RecognitionResult that is being incorporated into surrounding text. |
| <u> </u> | Indicates that the application will inject a single additional space after the RecognitionResult that is being incorporated into surrounding text. |
| | Indicates that the application will inject two additional spaces |

Description

Constant Name

TwoTrailingSpaces

after the RecognitionResult that is being incorporated into

surrounding text.

Enumeration Information

Namespace System.Speech.Recognition

Assembly System. Speech (system. speech.dll)

Strong System.Speech, Version=6.0.4044.0, Culture=neutral,

Name PublicKeyToken=365143bb27e7ac8b

DictationTopic Structure

Note: This documentation is preliminary and is subject to change.

Represents a dictation topic.

Definition

Visual Basic

Public Structure DictationTopic

public struct DictationTopic

Managed C++ public ___value struct DictationTopic

JScript

In JScript, you can use structures, but you cannot define your own.

Members Table

The following table lists the members exposed by the DictationTopic object. Click a tab on the left to choose the type of member you want to view.

| Methods | | Show All | | |
|------------|-------------------------------|--|--|--|
| Show: | Method | Description | | |
| Methods | DictationTopic | Create a new dictation topic from a topic name. | | |
| Properties | – <u>Equals</u> | Gets a value indicating whether the tag formats represent the same string. | | |
| | <u>Finalize</u> ⊕+ | Inherited from Object 😂. | | |
| | <u>GetHashCode</u> | Gets the hash code of the tag format string. | | |
| | <u>GetType</u> ⊕ → | Inherited from Object 😂. | | |
| | MemberwiseClone ⊕ + | Inherited from <u>Object</u> ⊕. | | |
| | ReferenceEquals 😂 | Inherited from <u>Object</u> ⊕•. | | |
| | ToString | Gets a string representation of the topic name. | | |
| | | • | | |

Remarks

Standard topics (general, spelling) are predefined, others can be created.

Structure Information

Namespace System.Speech.Recognition

Assembly

System.Speech (system.speech.dll)

Strong

System.Speech, Version=6.0.4044.0, Culture=neutral,

Name

PublicKeyToken=365143bb27e7ac8b

DictationTopic Structure

Note: This documentation is preliminary and is subject to change.

Represents a dictation topic.

Definition

Visual Basic

Public Structure DictationTopic

public struct DictationTopic

Managed C++ public __value struct DictationTopic

JScript

In JScript, you can use structures, but you cannot define your own.

Members Table

The following table lists the members exposed by the DictationTopic object. Click a tab on the left to choose the type of member you want to view.

| Properties | | | Show All | ₹ 🛞 |
|-------------------|-----------------|---------------------------------|----------|-----|
| Show: | Property | Description | | |
| Methods | <u>General</u> | Gets a general dictation topic. | | |
| Properties | <u>Spelling</u> | Gets a spelling topic. | | |
| | , | | | |
| | | | | • |
| | 4 | | | |
| | | | | |
| | | 1 | | |
| | | | | |

Remarks

Standard topics (general, spelling) are predefined, others can be created.

Structure Information

Namespace System.Speech.Recognition

Assembly

System.Speech (system.speech.dll)

Strong

System.Speech, Version=6.0.4044.0, Culture=neutral,

Name

PublicKeyToken=365143bb27e7ac8b

ActiveCategoryChangedEventHandler Delegate

Note: This documentation is preliminary and is subject to change.

Represents the method that will handle the ActiveCategoryChangedEventHandler event.

Definition

```
Public Delegate Sub ActiveCategoryChangedEventHandler(_
ByVal sender As Object, _
ByVal e As ActiveCategoryChangedEventArgs _
)

public delegate void ActiveCategoryChangedEventHandler(
object sender,
ActiveCategoryChangedEventArgs e
);

public: __gc __delegate void ActiveCategoryChangedEventHandler(
Object* sender,
ActiveCategoryChangedEventArgs* e
);

JScript In JScript, you can use delegates, but you cannot define your own.
```

Parameters

```
sender System.Object.e System.Speech.Recognition.ActiveCategoryChangedEventArgs.
```

Delegate Information

```
Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

Strong System.Speech, Version=6.0.4044.0, Culture=neutral,

Name PublicKeyToken=365143bb27e7ac8b
```

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AudioContentChangedEventHandler Delegate

Note: This documentation is preliminary and is subject to change.

Represents the method that will handle the AudioContentChanged event.

Definition

```
Public Delegate Sub AudioContentChangedEventHandler(
               ByVal sender As Object,
 Visual Basic
               ByVal e As AudioContentChangedEventArgs
             )
             public delegate void AudioContentChangedEventHandler(
               object sender.
     C#
               AudioContentChangedEventArgs e
             );
             public: gc delegate void AudioContentChangedEventHandler(
               Object* sender,
Managed C++
               AudioContentChangedEventArgs* e
             );
             In JScript, you can use delegates, but you cannot define your own.
   JScript
```

Parameters

```
sender System.Object.
```

System.Speech.Recognition.AudioContentChangedEventArgs.

Delegate Information

```
Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

Strong System.Speech, Version=6.0.4044.0, Culture=neutral,
```

Name PublicKeyToken=365143bb27e7ac8b

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BookmarkEventHandler Delegate

Note: This documentation is preliminary and is subject to change.

Represents the method that will handle the Bookmark event.

Definition

```
Public Delegate Sub BookmarkEventHandler(_
ByVal sender As Object, _
ByVal e As BookmarkEventArgs _
)

public delegate void BookmarkEventHandler(
object sender,
BookmarkEventArgs e
);
```

Parameters

```
sender System.Object.e System.Speech.Recognition.BookmarkEventArgs.
```

Delegate Information

```
Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

Strong System.Speech, Version=6.0.4044.0, Culture=neutral,

Name PublicKeyToken=365143bb27e7ac8b
```

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CommandRecognitionEventHandler Delegate

Note: This documentation is preliminary and is subject to change.

Represents the method that will handle the CommandRecognition event in Command and CommandSet.

Definition

Parameters

```
sender System.Object.
```

e System.Speech.Recognition.CommandRecognitionEventArgs.

Delegate Information

```
Namespace System.Speech.Recognition
```

Assembly System. Speech (system. speech.dll)

Strong System. Speech, Version=6.0.4044.0, Culture=neutral,

Name PublicKeyToken=365143bb27e7ac8b

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InterferenceEventHandler Delegate

Note: This documentation is preliminary and is subject to change.

Represents the method that will handle the InterferenceDetected event.

Definition

Parameters

sender System.Object.

 $e \hspace{1cm} \textbf{System.Speech.Recognition.Interference Event Args}.$

Delegate Information

```
Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

Strong System.Speech, Version=6.0.4044.0, Culture=neutral,
```

Name

PublicKeyToken=365143bb27e7ac8b

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RecognitionEventHandler Delegate

Note: This documentation is preliminary and is subject to change.

Represents the method that will handle the following events: Recognition, RejectedRecognition, and Hypothesis.

Definition

```
Public Delegate Sub RecognitionEventHandler(

ByVal sender As Object,

ByVal e As RecognitionEventArgs

public delegate void RecognitionEventHandler(

object sender,

RecognitionEventArgs e

);

public: __gc __delegate void RecognitionEventHandler(

Object* sender,

RecognitionEventArgs* e

);

JScript In JScript, you can use delegates, but you cannot define your own.
```

Parameters

```
sender System.Object.e System.Speech.Recognition.RecognitionEventArgs.
```

Delegate Information

```
Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

Strong System.Speech, Version=6.0.4044.0, Culture=neutral,

Name PublicKeyToken=365143bb27e7ac8b
```

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RecognizeCompletedEventHandler Delegate

Note: This documentation is preliminary and is subject to change.

Represents the method that will handle the RecognizeCompleted event.

Definition

```
Public Delegate Sub RecognizeCompletedEventHandler(

ByVal sender As Object,

ByVal e As RecognizeCompletedEventArgs

public delegate void RecognizeCompletedEventHandler(

object sender,

RecognizeCompletedEventArgs e

);

public: __gc __delegate void RecognizeCompletedEventHandler(

Object* sender,

RecognizeCompletedEventArgs* e

);

JScript In JScript, you can use delegates, but you cannot define your own.
```

Parameters

```
sender System.Object.
```

System.Speech.Recognition.RecognizeCompletedEventArgs.

Delegate Information

```
Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

Strong System.Speech, Version=6.0.4044.0, Culture=neutral,

Name PublicKeyToken=365143bb27e7ac8b
```

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RecognizeProgressChangedEventHandler Delegate

Note: This documentation is preliminary and is subject to change.

Represents the method that will handle the RecognizeProgressChanged event.

Definition

```
Public Delegate Sub RecognizeProgressChangedEventHandler(_
ByVal sender As Object, _
ByVal e As RecognizeProgressChangedEventArgs _
)

public delegate void RecognizeProgressChangedEventHandler(
object sender,
RecognizeProgressChangedEventArgs e
);

public: __gc __delegate void RecognizeProgressChangedEventHandler(
Object* sender,
RecognizeProgressChangedEventArgs* e
);

JScript In JScript, you can use delegates, but you cannot define your own.
```

Parameters

```
sender System.Object.e System.Speech.Recognition.RecognizeProgressChangedEventArgs.
```

Delegate Information

```
Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

Strong System.Speech, Version=6.0.4044.0, Culture=neutral,

Name PublicKeyToken=365143bb27e7ac8b
```

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RecognizerStateChangedEventHandler Delegate

Note: This documentation is preliminary and is subject to change.

Represents the method that will handle the RecognizerStateChanged event.

Definition

```
Public Delegate Sub RecognizerStateChangedEventHandler(_
ByVal sender As Object,_
ByVal e As RecognizerStateChangedEventArgs_

public delegate void RecognizerStateChangedEventHandler(
object sender,
RecognizerStateChangedEventArgs e
);
```

```
public: __gc __delegate void RecognizerStateChangedEventHandler(
Managed C++ Object* sender,
RecognizerStateChangedEventArgs* e
);

JScript In JScript, you can use delegates, but you cannot define your own.
```

Parameters

```
sender System.Object.
```

System.Speech.Recognition.RecognizerStateChangedEventArgs.

Delegate Information

```
Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

Strong System.Speech, Version=6.0.4044.0, Culture=neutral,

Name PublicKeyToken=365143bb27e7ac8b
```

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SpeechEventHandler Delegate

Note: This documentation is preliminary and is subject to change.

Represents the method that will handle the following events: NoRecognition, AudioLevelChanged, RecognitionStarted, RecognitionStopped, RecognitionCanceled, RecognitionPaused, and RecognitionResumed.

Definition

```
Public Delegate Sub SpeechEventHandler(_

ByVal sender As Object, _

ByVal e As SpeechEventArgs _

public delegate void SpeechEventHandler(

object sender, _
SpeechEventArgs e
);

public: __gc __delegate void SpeechEventHandler(

Object* sender, _
SpeechEventArgs* e
);

JScript In JScript, you can use delegates, but you cannot define your own.
```

Parameters

```
sender System.Object.
```

e System.Speech.Recognition.SpeechEventArgs.

Delegate Information

```
Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

Strong System.Speech, Version=6.0.4044.0, Culture=neutral,

Name PublicKeyToken=365143bb27e7ac8b
```

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UpdateEventHandler Delegate

Note: This documentation is preliminary and is subject to change.

Represents the methods that handle the Updated event and related events.

Definition

```
Public Delegate Sub UpdateEventHandler(_
ByVal sender As Object, _
ByVal e As UpdateEventArgs _
)

public delegate void UpdateEventHandler(
object sender,
UpdateEventArgs e
);

public: __gc __delegate void UpdateEventHandler(
Object* sender,
UpdateEventArgs* e
);

JScript In JScript, you can use delegates, but you cannot define your own.
```

Parameters

```
sender System.Object.
```

e System.Speech.Recognition.UpdateEventArgs.

Delegate Information

```
Namespace System.Speech.Recognition

Assembly System.Speech (system.speech.dll)

Strong System.Speech, Version=6.0.4044.0, Culture=neutral,
```

Name PublicKeyToken=365143bb27e7ac8b

Remarks

The RequestUpdate and related methods are used to request that the recognition engine pause to allow changes to grammars or other changes to be made. When the engine responds to the request, the Update event is called to allow the application to make the necessary changes. After the application returns from the event the recognition engine resumes processing. While the event is being called, recognition will not be occurring, but input audio will continue to be collected and stored by the Recognizer in an audio buffer. After the application returns from the event the buffered audio data will be processed ensuring that no real-time audio data is lost and that the user experience is not interrupted.

Example Class

Note: This documentation is preliminary and is subject to change.

Represents the World Wide Web Consortium (W3C) Speech Recognition Grammar Specification (SRGS) example element. See http://www.w3.org/TR/speech-grammar/ for more information.

Definition

Visual Basic Public Class Example

Inherits Object

Implements IRuleElement

C#

public class Example: Object,

IRuleElement

Managed C++ public __gc class Example : public <u>Object</u>,

<u>IRuleElement</u>

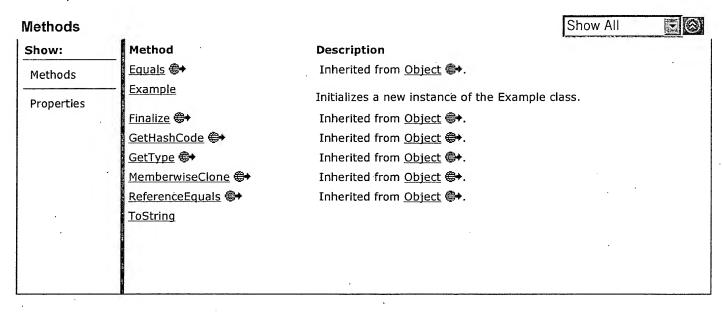
JScript

public class Example extends Object

implements IRuleElement

Members Table

The following table lists the members exposed by the **Example** object. Click a tab on the left to choose the type of member you want to view.



Inheritance Hierarchy



Class Information

Namespace System.Speech.Srgs

Assembly System.Speech (system.speech.dll)

Strong Name System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

Example Class

Note: This documentation is preliminary and is subject to change.

Represents the World Wide Web Consortium (W3C) Speech Recognition Grammar Specification (SRGS) example element. See http://www.w3.org/TR/speech-grammar/ for more information.

Definition

Visual Basic Public Class Example

Inherits Object

Implements IRuleElement

C#

public class Example: Object,

IRuleElement

Managed C++ public __gc class Example : public Object,

<u>IRuleElement</u>

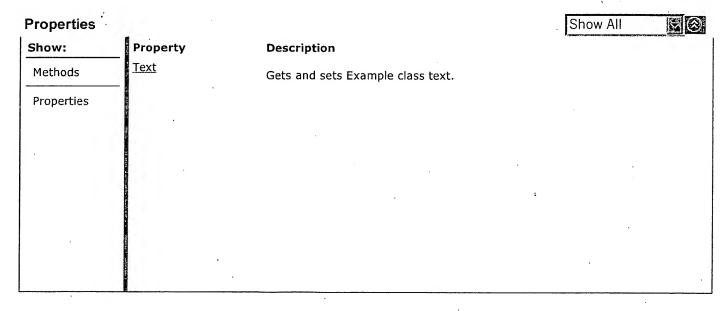
JScript

public class **Example** extends *Object*

implements IRuleElement

Members Table

The following table lists the members exposed by the **Example** object. Click a tab on the left to choose the type of member you want to view.



Inheritance Hierarchy

Class Information

Namespace System.Speech.Srgs

Assembly System.Speech (system.speech.dll)

Strong Name System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

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Item Class

Note: This documentation is preliminary and is subject to change.

Represents the World Wide Web Corsortium (W3C) Speech Recognition Grammar Specification (SRGS) item element. See http://www.w3.org/TR/speech-grammar/ for more information.

Definition

Visual Basic Public Class Item

Inherits Object

Implements IItemElement, IRuleElement

C#

public class **Item**: <u>Object</u>, <u>IItemElement</u>, <u>IRuleElement</u>

Managed C++ public __gc class Item : public <u>Object</u>,

IItemElement, IRuleElement

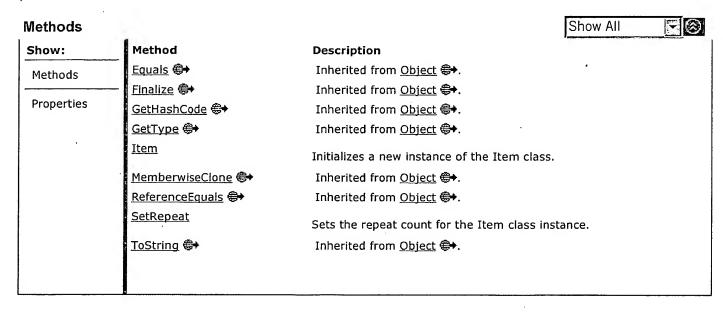
JScript

public class **Item** extends *Object*

implements IRuleElement, IItemElement

Members Table

The following table lists the members exposed by the **Item** object. Click a tab on the left to choose the type of member you want to view.



Inheritance Hierarchy



Class Information

Namespace System.Speech.Srgs

Assembly System.Speech (system.speech.dll)

Strong Name System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

Item Class

Note: This documentation is preliminary and is subject to change.

Represents the World Wide Web Corsortium (W3C) Speech Recognition Grammar Specification (SRGS) item element. See http://www.w3.org/TR/speech-grammar/ for more information.

Definition

Visual Basic Public Class Item

Inherits Object

Implements IItemElement, IRuleElement

C#

public class Item : Object,

IItemElement, IRuleElement

Managed C++ public __gc class Item : public <u>Object</u>,

IItemElement, IRuleElement

JScript

public class Item extends Object

implements IRuleElement, IItemElement

Members Table

The following table lists the members exposed by the **Item** object. Click a tab on the left to choose the type of member you want to view.

| Properties | | | Show All | | |
|------------|--------------------------|--|--------------|-----------|--|
| Show: | Property | Description | | | |
| Methods | <u>Elements</u> | Gets the zero-based collection of all the child elements of the Item class insta Read only. | | | |
| Properties | <u>MaxRepeat</u> | Gets the maximum number of occurrences this Item class instance can be repeated for a successful recognition. Read-only. | | | |
| | <u>MinRepeat</u> | Gets the minimum number of occurrences this Item class i repeated for a successful recognition. Read-only. | nstance must | be | |
| | <u>RepeatProbability</u> | Gets and sets a value representing the probability that the phrase contained in Item class instance will be repeated. | | ned in an | |
| | <u>Weight</u> | Gets and sets the likelihood that the phrase contained in a be uttered when contained within a OneOf class instance. | ľ | | |

Inheritance Hierarchy



Class Information

Namespace System.Speech.Srgs

Assembly System.Speech (system.speech.dll)

Strong Name System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

ItemElementCollection Class

Note: This documentation is preliminary and is subject to change.

Represents the collection of objects that can be children of an Item class instance.

Definition

Visual Basic Public Class ItemElementCollection

Inherits <u>CollectionBase</u>

C# public class ItemElementCollection : <u>CollectionBase</u>

Managed C++ public __gc class ItemElementCollection : public <u>CollectionBase</u>

JScript public class ItemElementCollection extends <u>CollectionBase</u>

Members Table

The following table lists the members exposed by the **ItemElementCollection** object. Click a tab on the left to choose the type of member you want to view.

| Methods | | Show All Show All | | |
|------------|--------------------------|--|--|--|
| Show: | Method | Description | | |
| Methods | <u>Add</u> | Adds a new Item class instance to the RuleElementCollection. | | |
| Properties | AddItem | Adds a new Item class instance to the ItemElementCollection. | | |
| | <u>AddItems</u> | Adds multiple Item class instances to the ItemElementCollection. | | |
| | <u>AddOneOf</u> | Adds a OneOf class instance to the ItemElementCollection. | | |
| | <u>AddOptionalItem</u> | Adds a new optional Item class instance to the ItemElementCollection. | | |
| | <u>AddRepeatingItem</u> | Adds a new Item class instance to the ItemElementCollection. This instance contains the minimum and maximum number of repetitions required for successful recognition. | | |
| | <u>AddRuleRef</u> | Adds a new RuleRef class instance to the ItemElementCollection. | | |
| | <u>AddSpecialRuleRef</u> | Adds a new SpecialRuleRef class instance to the ItemElementCollection. | | |
| | <u>AddTag</u> | Adds a Tag class instance to the ItemElementCollection. | | |
| | <u>AddToken</u> | Adds a new Token class instance to the ItemElementCollection. | | |
| | <u>Clear</u> ⊕ ◆ | Inherited from <u>CollectionBase</u> ⊕ +. | | |
| | <u>Contains</u> | Determines whether the ItemElementCollection contains the specified IItemElement. | | |
| | Equals 🕪 | Inherited from <u>Object</u> ⊕ •. | | |
| | <u>Finalize</u> | Inherited from <u>Object</u> ⊜+. | | |
| | <u>GetEnumerator</u> €→ | Inherited from CollectionBase €. | | |
| | <u>GetHashCode</u> | Inherited from <u>Object</u> ⊕+. | | |
| | <u>GetType</u> ⊕ | Inherited from <u>Object</u> © •. | | |
| | <u>IndexOf</u> | Searches the ItemElement Collection for the specified IItemElement. | | |

| Insert | Inserts a new IItemElement into the ItemElementCollection at the specified index location. |
|------------------------------|---|
| <u>ItemElementCollection</u> | Initializes a new instance of the ItemElementCollection class and specifies the owning Item class instance. |
| MemberwiseClone 😂 | Inherited from <u>Object</u> ⊜. |
| <u>OnClear</u> | · |
| OnClearComplete 😂 | Inherited from <u>CollectionBase</u> ⊕. |
| <u>ÖnInsert</u> | |
| OnInsertComplete ⊕ | Inherited from CollectionBase ⊕. |
| <u>OnRemove</u> | |
| OnRemoveComplete ⊕ • | Inherited from <u>CollectionBase</u> ⊕. |
| <u>OnSet</u> | |
| <u>OnSetComplete</u> €→ | Inherited from <u>CollectionBase</u> ⊕. |
| <u>OnValidate</u> | |
| ReferenceEquals 😂 | Inherited from <u>Object</u> ⊜. |
| <u>Remove</u> | Removes the first occurrence of a specific IItemElement from the |
| | ItemElementCollection. |
| <u>RemoveAt</u> ⊕ | Inherited from <u>CollectionBase</u> ⊕. |
| <u>ToString</u> ⊜→ | Inherited from <u>Object</u> |

Inheritance Hierarchy

Object

CollectionBase

ItemElementCollection

ItemElementConectio

Class Information

Namespace System.Speech.Srgs

Assembly System.Speech (system.speech.dll)

Strong Name System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

ItemElementCollection Class

Note: This documentation is preliminary and is subject to change.

Represents the collection of objects that can be children of an Item class instance.

Definition

Visual Basic Public Class ItemElementCollection

Inherits <u>CollectionBase</u>

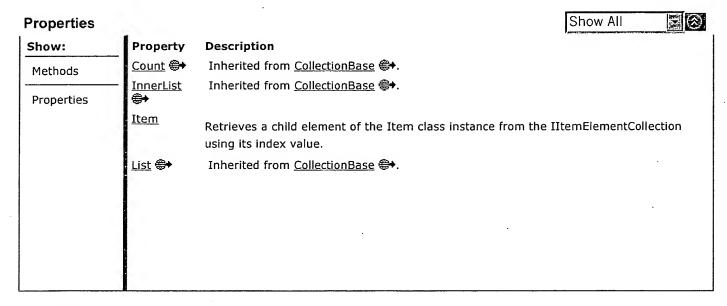
C# public class ItemElementCollection : <u>CollectionBase</u>

Managed C++ public __gc class ItemElementCollection : public <u>CollectionBase</u>

JScript public class **ItemElementCollection** extends <u>CollectionBase</u>

Members Table

The following table lists the members exposed by the **ItemElementCollection** object. Click a tab on the left to choose the type of member you want to view.



Inheritance Hierarchy



Class Information

Namespace System.Speech.Srgs

Assembly System.Speech (system.speech.dll)

OneOf Class

Note: This documentation is preliminary and is subject to change.

Represents the World Wide Web Consortium (W3C) Speech Recognition Grammar Specification (SRGS) one-of element. See http://www.w3.org/TR/speech-grammar/ for more information.

Definition

Visual Basic Public Class OneOf

Inherits Object

Implements <u>IItemElement</u>, <u>IRuleElement</u>

C#

Managed C++ public __gc class OneOf : public Object,

IItemElement, IRuleElement

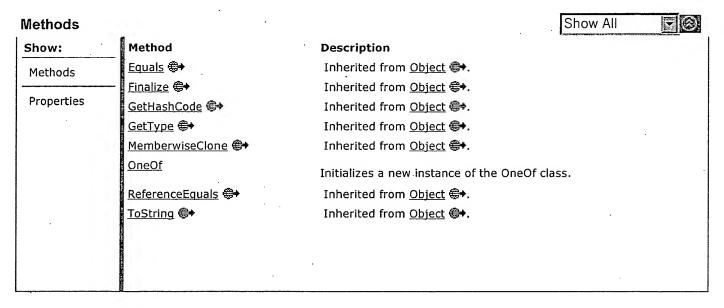
JScript

public class OneOf extends Object

implements IRuleElement, IItemElement

Members Table

The following table lists the members exposed by the **OneOf** object. Click a tab on the left to choose the type of member you want to view.



Inheritance Hierarchy

Object **⊕**OneOf

Class Information

Namespace System.Speech.Srgs

Assembly System.Speech (system.speech.dll)

OneOf Class

Note: This documentation is preliminary and is subject to change.

Represents the World Wide Web Consortium (W3C) Speech Recognition Grammar Specification (SRGS) one-of element. See http://www.w3.org/TR/speech-grammar/ for more information.

Definition

Visual Basic Public Class OneOf

Inherits Object

Implements IItemElement, IRuleElement

C#

public class **OneOf** : <u>Object</u>, <u>IItemElement</u>, <u>IRuleElement</u>

Managed C++ public __gc class OneOf : public <u>Object</u>,

IItemElement, IRuleElement

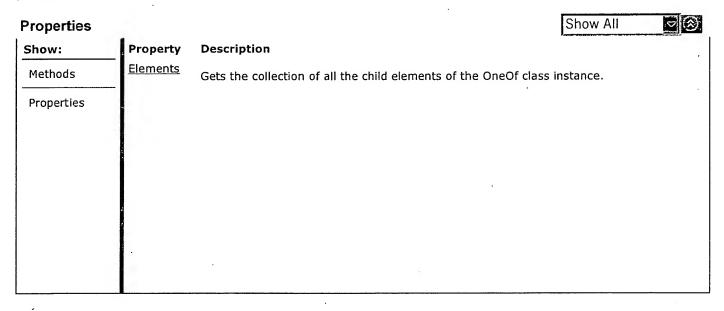
JScript

public class **OneOf** extends *Object*

implements IRuleElement, IItemElement

Members Table

The following table lists the members exposed by the **OneOf** object. Click a tab on the left to choose the type of member you want to view.



Inheritance Hierarchy



Class Information

Namespace System.Speech.Srgs

Assembly System.Speech (system.speech.dll)

OneOfElementCollection Class

Note: This documentation is preliminary and is subject to change.

Represents a collection of objects that can be child elements of an OneOf class instance.

Definition

Visual Basic Public Class OneOfElementCollection

Inherits <u>CollectionBase</u>

C# public class OneOfElementCollection : <u>CollectionBase</u>

 $\textbf{Managed C++} \ \ \textbf{public } \underline{\quad \textbf{gc class OneOfElementCollection}} \ : \ \textbf{public } \underline{\quad \textbf{CollectionBase}}$

JScript public class OneOfElementCollection extends <u>CollectionBase</u>

Members Table

The following table lists the members exposed by the **OneOfElementCollection** object. Click a tab on the left to choose the type of member you want to view.

| Methods | | Show All Show All |
|------------|------------------------------|---|
| Show: | Method | Description |
| Methods | <u>Add</u> | Adds an Item class instance to the the OneOfElementCollection. |
| Properties | <u>AddItem</u> | Adds a new Item class instance to the OneOfElementCollection. |
| | <u>AddItems</u> | Adds two Item class instances to the OneOfElementCollection. Each Item class instance contains text. |
| | <u>AddOptionalItem</u> | Adds a new optional Item class instance to the OneOfElementCollection. |
| | AddRepeatingItem | Adds a new Item class instance to the OneOfElementCollection. This instance contains the minimum and maximum number of repetitions required for successful recognition. |
| | <u>Clear</u> ⊜→ | Inherited from <u>CollectionBase</u> ⊕ . |
| | <u>Contains</u> | Determines whether the OneOfElementCollection contains the specified Item class instance. |
| | Equals 😂 | Inherited from <u>Object</u> ⊜+. |
| | <u>Finalize</u> ⊕+ | Inherited from <u>Object</u> |
| | GetEnumerator 😂 | Inherited from <u>CollectionBase</u> ⊕ •. |
| | <u>GetHashCode</u> €+ | Inherited from Object 😂. |
| | <u>GetType</u> €+ | Inherited from <u>Object</u> . €→. |
| | <u>IndexOf</u> | Searches for the specified Item class instance and returns the zero-based index of its first occurrence within the OneOfElementCollection. |
| | <u>Insert</u> | Inserts an Item class instance into the OneOfElementCollection at the specified index location. |
| | MemberwiseClone 😂 | Inherited from <u>Object</u> ⊜. |
| | <u>OnClear</u> | |
| | <u>OnClearComplete</u> | Inherited from <u>CollectionBase</u> 😂. |

OneOfElementCollection Initializes a new instance of the OneOfElementCollection and specifies the owning OneOf class instance. OnInsert OnInsertComplete 😂 Inherited from CollectionBase . <u>OnRemove</u> OnRemoveComplete 😝 Inherited from CollectionBase 😂. OnSetComplete 😂 Inherited from CollectionBase . <u>OnValidate</u> ReferenceEquals 😂 Inherited from Object ⊕. <u>Remove</u> Removes the first occurrence of the specified Item class instance from the OneOfElementCollection. Inherited from CollectionBase . RemoveAt @ ToString 😂 Inherited from Object ⊕.

Inheritance Hierarchy

Object ♦

CollectionBase ♦

OneOfElementCollection

Class Information

Namespace System.Speech.Srgs

Assembly System.Speech (system.speech.dll)

Strong Name System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

OneOfElementCollection Class

Note: This documentation is preliminary and is subject to change.

Represents a collection of objects that can be child elements of an OneOf class instance.

Definition

Visual Basic

Public Class OneOfElementCollection

Inherits CollectionBase

C#

public class **OneOfElementCollection**: <u>CollectionBase</u>

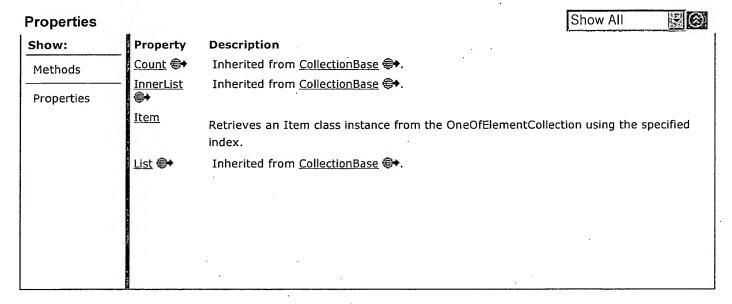
Managed C++ public __gc class OneOfElementCollection : public <u>CollectionBase</u>

JScript

public class **OneOfElementCollection** extends <u>CollectionBase</u>

Members Table

The following table lists the members exposed by the **OneOfElementCollection** object. Click a tab on the left to choose the type of member you want to view.



Inheritance Hierarchy



Class Information

Namespace System.Speech.Srgs

Assembly System.Speech (system.speech.dll)

PropertyTag Class

Note: This documentation is preliminary and is subject to change.

Represents the World Wide Web Consortium (W3C) Speech Recognition Grammar Specification (SRGS) tag element with SAPI Properties. See http://www.w3.org/TR/speech-grammar/ for more information.

Definition

Visual Basic Public Class PropertyTag

Inherits <u>Object</u>

Implements IItemElement, IRuleElement

C#

 $public \ class \ \textbf{PropertyTag}: \underline{\textit{Object}},$

IItemElement, IRuleElement

Managed C++ public __gc class PropertyTag : public <u>Object</u>,

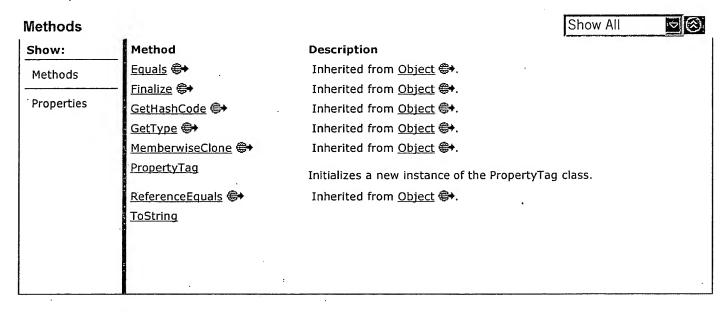
IItemElement, IRuleElement

JScript

public class **PropertyTag** extends <u>Object</u> implements <u>IRuleElement</u>, <u>IItemElement</u>

Members Table

The following table lists the members exposed by the **PropertyTag** object. Click a tab on the left to choose the type of member you want to view.



Inheritance Hierarchy

Object ♥
PropertyTag

Class Information

Namespace System.Speech.Srgs

Assembly System.Speech (system.speech.dll)

PropertyTag Class

Note: This documentation is preliminary and is subject to change.

Represents the World Wide Web Consortium (W3C) Speech Recognition Grammar Specification (SRGS) tag element with SAPI Properties. See http://www.w3.org/TR/speech-grammar/ for more information.

Definition

Visual Basic Public Class PropertyTag

Inherits Object

Implements IItemElement, IRuleElement

C#

 $public\ class\ \textbf{PropertyTag}\ : \underline{\textit{Object}},$

IItemElement, IRuleElement

Managed C++ public __gc class PropertyTag : public <u>Object</u>,

IItemElement, IRuleElement

JScript

public class **PropertyTag** extends <u>Object</u> implements <u>IRuleElement</u>, <u>IItemElement</u>

Members Table

The following table lists the members exposed by the **PropertyTag** object. Click a tab on the left to choose the type of member you want to view.

| Properties | | Show All |
|-----------------------|--------------|--|
| Show: | Property | Description |
| Methods Properties | <u>Name</u> | Gets and sets the name of the semantic property contained within the PropertyTag class instance. |
| · | <u>Value</u> | Gets and sets the value of semantic property contained within the PropertyTag class instance. |

Inheritance Hierarchy

Object 😂

PropertyTag

Class Information

Namespace System.Speech.Srgs

Assembly System.Speech (system.speech.dll)

Rule Class

Note: This documentation is preliminary and is subject to change.

Represents the World Wide Web Consortium (W3C) Speech Recognition Grammar Specification (SRGS) rule element. See http://www.w3c.org/TR/speech-grammar/ for more information.

Definition

Visual Basic Public Class Rule

Inherits Object

C# public class Rule : Object

Managed C++ public __gc class Rule : public <u>Object</u>

JScript public class Rule extends <u>Object</u>

Members Table

The following table lists the members exposed by the **Rule** object. Click a tab on the left to choose the type of member you want to view.

| Methods | | Show All |
|------------|------------------------------------|--|
| Show: | Method | Description |
| Methods | Equals 😂 | Inherited from <u>Object</u> ⊕. |
| | <u>Finalize</u> 😂 | Inherited from <u>Object</u> |
| Properties | <u>GetHashCode</u> | Inherited from <u>Object</u> ⊜. |
| | <u>GetType</u> €+ | Inherited from <u>Object</u> ⊜. |
| | <u>GetXml</u> | Gets the Extensible Markup Language (XML) markup for this Rule class instance. |
| | <u>MemberwiseClone</u> ⊕ | Inherited from <u>Object</u> ⊕. |
| | ReferenceEquals 😂 | Inherited from <u>Object</u> 😂. |
| | <u>Rule</u> | Initializes a new instance of the Rule class. |
| | <u>ToString</u> | Returns a string representation of this Rule class instance. |

Inheritance Hierarchy



Class Information

Namespace System.Speech.Srgs

Assembly System.Speech (system.speech.dll)

Rule Class

Note: This documentation is preliminary and is subject to change.

Represents the World Wide Web Consortium (W3C) Speech Recognition Grammar Specification (SRGS) rule element. See http://www.w3c.org/TR/speech-grammar/ for more information.

Definition

Visual Basic

Public Class Rule

Inherits Object

C#

public class Rule: Object

Managed C++ public __gc class Rule : public <u>Object</u>

JScript

public class Rule extends Object

Members Table

The following table lists the members exposed by the Rule object. Click a tab on the left to choose the type of member you want to view.

| Properties | | | Show All | |
|------------|-----------------|--|------------------|----------|
| Show: | Property | Description | | |
| Methods | <u>Elements</u> | Gets the collection of all the child elements of the Rule class instan | ce. | |
| Properties | <u>Id</u> | Gets and sets the name of the Rule class instance. | | |
| | <u>Scope</u> | Gets and Sets how a rule is referenced by other rules, and whethe activated or not. See <u>RuleScope</u> for more information. | r or not the rul | e can be |

Inheritance Hierarchy



Rule

Class Information

Namespace System.Speech.Srgs

Assembly

System.Speech (system.speech.dll)

RuleCollection Class

Note: This documentation is preliminary and is subject to change.

Represents a collection of objects that can be child elements of a Rule class instance.

Definition

Visual Basic Public Class RuleCollection

Inherits CollectionBase

C# public class RuleCollection : <u>CollectionBase</u>

Managed C++ public __gc class RuleCollection : public <u>CollectionBase</u>

JScript public class **RuleCollection** extends <u>CollectionBase</u>

Members Table

The following table lists the members exposed by the **RuleCollection** object. Click a tab on the left to choose the type of member you want to view.

| Methods | | Show All |
|------------|-----------------------------|--|
| Show: | Method | Description |
| Methods | <u>Add</u> | Adds a Rule class instance to the RuleCollection. |
| Properties | AddRule | Adds a new Rule class instance to the RuleCollection. |
| | <u>Clear</u> ⊕• | Inherited from <u>CollectionBase</u> |
| | <u>Contains</u> | Determines whether the RuleCollection contains the specified Rule class instance. |
| | Equals 😂 | Inherited from <u>Object</u> €. |
| | <u>Finalize</u> € | Inherited from <u>Object</u> ♣•. |
| | get Item | • |
| | GetEnumerator € | Inherited from <u>CollectionBase</u> ⊕ •. |
| | <u>GetHashCode</u> ⊜ | Inherited from <u>Object</u> 😂. |
| | <u>GetType</u> ⊜ | Inherited from <u>Object</u> ⊜. |
| | IndexOf | Searches for the specified Rule class instance and returns the zero-based index of its first occurrence within the RuleCollection. |
| | <u>Insert</u> | Inserts a Rule class instance into the RuleCollection at the specified index location. |
| | MemberwiseClone 😂 | Inherited from <u>Object</u> ⊕•. |
| | <u>OnClear</u> | • |
| | OnClearComplete 😂 | Inherited from <u>CollectionBase</u> ⊕. |
| | OnInsert | |
| | OnInsertComplete 😂 | Inherited from <u>CollectionBase</u> ⊕. |
| · | <u>OnRemove</u> | |
| | OnRemoveComplete ⊕+ | Inherited from <u>CollectionBase</u> ⊕. |
| | <u>OnSet</u> | |
| | OnSetComplete €→ | Inherited from <u>CollectionBase</u> 😂. |

| <u>OnValidate</u> | |
|--------------------------|---|
| ReferenceEquals 😂 | Inherited from <u>Object</u> ⊜•. |
| <u>Remove</u> | Removes the first occurrence of a specified Rule class instance from the RuleCollection. |
| <u>RemoveAt</u> ⊕ | Inherited from <u>CollectionBase</u> © ◆. |
| RuleCollection | Initializes a new instance of the RuleCollection and species the owning Grammar class instance. |
| set_Item | |
| <u>ToString</u> €→ | Inherited from <u>Object</u> ⇔. |

Inheritance Hierarchy

Object ♥→
CollectionBase ♥→
RuleCollection

Class Information

Namespace System.Speech.Srgs

Assembly System.Speech (system.speech.dll)

Strong Name System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

RuleCollection Class

Note: This documentation is preliminary and is subject to change.

Represents a collection of objects that can be child elements of a Rule class instance.

Definition

Visual Basic

Public Class RuleCollection

Inherits CollectionBase

C#

public class RuleCollection : CollectionBase

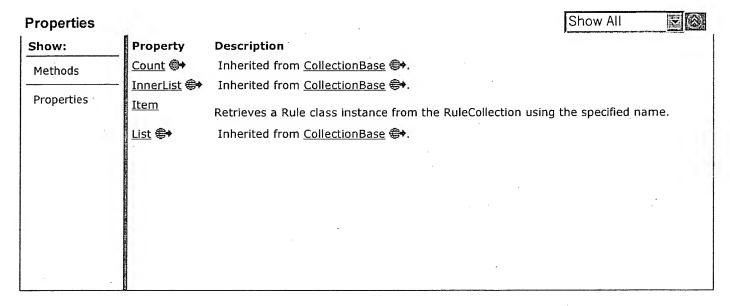
Managed C++ public __gc class RuleCollection : public <u>CollectionBase</u>

JScript

public class RuleCollection extends CollectionBase

Members Table

The following table lists the members exposed by the RuleCollection object. Click a tab on the left to choose the type of member you want to view.



Inheritance Hierarchy



Class Information

Namespace

System.Speech.Srgs

Assembly

System.Speech (system.speech.dll)

RuleElementCollection Class

Note: This documentation is preliminary and is subject to change.

Represents a collection of objects that are valid within a Rule class instance.

Definition

Visual Basic Public Class RuleElementCollection

Inherits <u>CollectionBase</u>

C# public class RuleElementCollection : <u>CollectionBase</u>

Managed C++ public __gc class RuleElementCollection : public CollectionBase

JScript public class RuleElementCollection extends <u>CollectionBase</u>

Members Table

The following table lists the members exposed by the **RuleElementCollection** object. Click a tab on the left to choose the type of member you want to view.

| Methods | | Show All |
|------------|--------------------------|--|
| Show: | Method | Description |
| Methods | Add | Adds an Example class instance to the RuleElementCollection. |
| Properties | AddExample | Adds a Example class instance to the RuleElementCollection. |
| | <u>AddItem</u> | Adds a Item class instance to the RuleElementCollection. |
| | <u>AddItems</u> | Adds two Item class instances to the RuleElementCollection. Both Item class instances contain text. |
| | <u>AddOneOf</u> | Adds a OneOf class instance to the RuleElementCollection. |
| | <u>AddOptionalItem</u> | Adds a new optional Item class instance to the RuleElementCollection. |
| | <u>AddRepeatingItem</u> | Adds an Item class instance to the RuleElementCollection. The Item class instance being added either must be repeated the specified minimum number of times, or can be repeated up to the specified maximum number of times. |
| | AddRuleRef | Adds a RuleRef class instance to the RuleElementCollection. |
| ٠ | <u>AddSpecialRuleRef</u> | Adds a SpecialRuleRef class instance to the RuleElementCollection. |
| | <u>AddTag</u> | Adds a Tag class instance to the RuleElementCollection. |
| | <u>AddToken</u> | Adds a Token class instance to the RuleElementCollection. |
| | <u>Clear</u> ⊕ | Inherited from <u>CollectionBase</u> ↔. |
| | <u>Contains</u> | Determines whether the RuleElementCollection contains the specified IRuleElement. |
| | Equals ⊕ | Inherited from <u>Object</u> ⊕. |
| | <u>Finalize</u> € | Inherited from <u>Object</u> ♣. |
| | <u>GetEnumerator</u> €→ | Inherited from <u>CollectionBase</u> ⊕ •. |
| | <u>GetHashCode</u> | Inherited from <u>Object</u> ♥→. |

GetType €+ Inherited from Object . <u>IndexOf</u> Searches for the specified IRuleElement and returns the zero-based index of its first occurrence within the RuleElementCollection. **Insert** Inserts a new IRuleElement into the RuleElementCollection at the specified index location. MemberwiseClone Inherited from Object €. <u>OnClear</u> OnClearComplete 😂 Inherited from CollectionBase . OnInsert OnInsertComplete Inherited from CollectionBase ⊕. **OnRemove** <u>OnRemoveComplete</u> Inherited from CollectionBase . OnSet Inherited from CollectionBase . <u>OnSetComplete</u> 😂 OnValidate <u>ReferenceEquals</u> 😂 Inherited from Object . Remove Removes the first occurrence of a specified IRuleElement from the RuleElementCollection. RemoveAt 😂 Inherited from CollectionBase . RuleElementCollection Creates a new RuleElementCollection and identifies its owning Rule class instance. ToString @* Inherited from Object .

Inheritance Hierarchy

Object ⊕• CollectionBase ⊕•

RuleElementCollection

Class Information

Namespace System.Speech.Srgs

Assembly System.Speech (system.speech.dll)

Strong Name System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

RuleElementCollection Class

Note: This documentation is preliminary and is subject to change.

Represents a collection of objects that are valid within a Rule class instance.

Definition

Visual Basic

Public Class RuleElementCollection

Inherits CollectionBase

C#

public class RuleElementCollection: CollectionBase

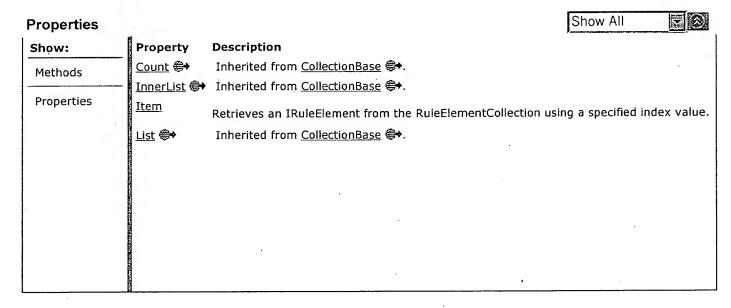
 $\textbf{Managed C++} \ \ \textbf{public } \underline{\quad \textbf{gc class RuleElementCollection}} \ : \textbf{public } \underline{\quad \textbf{CollectionBase}}$

JScript

public class RuleElementCollection extends CollectionBase

Members Table

The following table lists the members exposed by the RuleElementCollection object. Click a tab on the left to choose the type of member you want to view.



Inheritance Hierarchy



Class Information

Namespace

System.Speech.Srgs

Assembly

System.Speech (system.speech.dll)

RuleRef Class

Note: This documentation is preliminary and is subject to change.

Example represents the World Wide Web Consortium (W3C) Speech Recognition Grammar Specification (SRGS) ruleref element. See http://www.w3.org/TR/speech-grammar/ for more information.

Definition

Visual Basic Public Class RuleRef

Inherits Object

Implements IItemElement, IRuleElement

C#

Managed C++ public __gc class RuleRef : public Object,

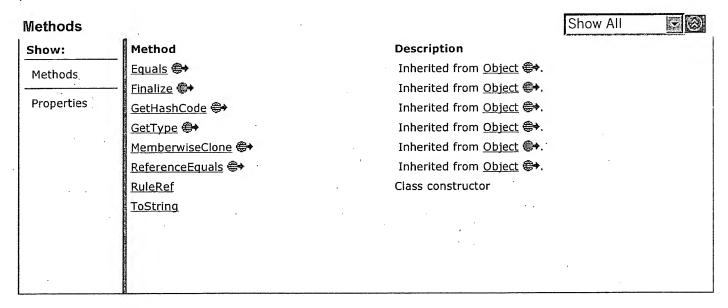
IItemElement, IRuleElement

JScript

public class **RuleRef** extends <u>Object</u> implements <u>IRuleElement</u>, <u>IItemElement</u>

Members Table

The following table lists the members exposed by the **RuleRef** object. Click a tab on the left to choose the type of member you want to view.



Inheritance Hierarchy



Class Information

Namespace System.Speech.Srgs

Assembly System.Speech (system.speech.dll)

RuleRef Class

Note: This documentation is preliminary and is subject to change.

Example represents the World Wide Web Consortium (W3C) Speech Recognition Grammar Specification (SRGS) ruleref element. See http://www.w3.org/TR/speech-grammar/ for more information.

Definition

Visual Basic Public Class RuleRef

Inherits Object

Implements IItemElement, IRuleElement

C#

Managed C++ public __gc class RuleRef : public Object,

IItemElement, IRuleElement

JScript

public class RuleRef extends Object

implements IRuleElement, IItemElement

Members Table

The following table lists the members exposed by the **RuleRef** object. Click a tab on the left to choose the type of member you want to view.

| Properties | | Show All |
|--------------------|-----------------------------|--|
| Show: | Property | Description |
| Methods Properties | <u>Dictation</u> <u>Uri</u> | The Dictation SpecialRuleRef defines a rule that may match speech that matches the associated Dictation topic specified in the containing Grammar object. Gets and sets the universal resource indicator (URI) of the rule to which this RuleRef object refers. |

Inheritance Hierarchy

Object ⊕ RuleRef

Class Information

Namespace System.Speech.Srgs

Assembly System.Speech (system.speech.dll)

SpecialRuleRef Class

Note: This documentation is preliminary and is subject to change.

SpecialRuleRef class instance allow grammars based on context-free grammars (CFG) to have powerful additional features, such as transitions into dictation (both recognized or not recognized) and word sequences from SAPI 5.0.

Definition

Visual Basic Public Class SpecialRuleRef

Inherits Object .

Implements <u>IItemElement</u>, <u>IRuleElement</u>

C#

 $public\ class\ \textbf{SpecialRuleRef}\ : \underline{\textit{Object}},$

IItemElement, IRuleElement

Managed C++ public __gc class SpecialRuleRef : public <u>Object</u>,

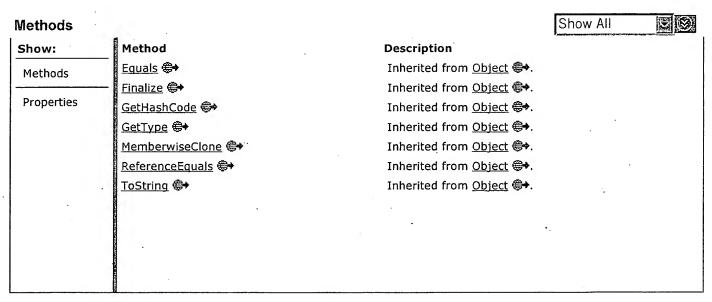
IItemElement, IRuleElement

JScript

public class **SpecialRuleRef** extends <u>Object</u> implements <u>IRuleElement</u>, <u>IItemElement</u>

Members Table

The following table lists the members exposed by the **SpecialRuleRef** object. Click a tab on the left to choose the type of member you want to view.



Inheritance Hierarchy

Object 😂 ·

SpecialRuleRef

Class Inf rmation

Namespace System.Speech.Srgs

Assembly System.Speech (system.speech.dll)

SpecialRuleRef Class

Note: This documentation is preliminary and is subject to change.

SpecialRuleRef class instance allow grammars based on context-free grammars (CFG) to have powerful additional features, such as transitions into dictation (both recognized or not recognized) and word sequences from SAPI 5.0.

Definition

Visual Basic

Public Class SpecialRuleRef

Inherits Object

Implements IItemElement, IRuleElement

C#

public class SpecialRuleRef: Object,

IItemElement, IRuleElement

Managed C++ public __gc class SpecialRuleRef : public Object,

IItemElement, IRuleElement

JScript

public class ${f SpecialRuleRef}$ extends ${\it Object}$

implements IRuleElement, IItemElement

Members Table

The following table lists the members exposed by the SpecialRuleRef object. Click a tab on the left to choose the type of member you want to view.

| Properties | | • | Show All | |
|------------|---------------------|--|--------------------|-------------|
| Show: | Property | Description | | |
| Methods | <u>Garbage</u> | Gets the Garbage SpecialRuleRef that specifies a rule that muntil the next rule match, the next token or until the end of | - | speech up |
| Properties | Null | Gets The Null SpecialRuleRef that specifies a rule that is automatically matched without the user speaking any word. | | |
| | Туре | Gets and sets the type of a SpecialRuleRef class instance the the reference. | at specifies the l | behavior of |
| | <u>Void</u> | Gets the Void SpecialRuleRef that specifies a rule that can no Void into a sequence automatically makes that sequence uns | | . Inserting |
| | <u>WordSequence</u> | Gets the WordSequence SpecialRuleRef that species a rule to speech from an assosciated text buffer, or word sequence, of Grammar class instance. | | . 1 |

Inheritance Hierarchy

Object 6

SpecialRuleRef

Class Information

Namespace

System.Speech.Srgs

Assembly

System.Speech (system.speech.dll)

SrgsGrammar Class

Note: This documentation is preliminary and is subject to change.

Represents the logical housing for individual rules and dictation grammars.

Definition

Visual Basic Public Class SrgsGrammar

Inherits **Grammar**.

C# public class SrgsGrammar : Grammar

Managed C++ public __gc class SrgsGrammar : public <u>Grammar</u>

JScript public class SrgsGrammar extends Grammar

Members Table

The following table lists the members exposed by the **SrgsGrammar** object. Click a tab on the left to choose the type of member you want to view.

| Events | | Show All |
|------------|--|---|
| Show: | Event | Description |
| Events | <u>Hypothesis</u> | Occurs when a spoken phrase is partially recognized. Inherited from <u>Grammar</u> . |
| Methods | NoRecognition | Occurs when a spoken phrase is not recognized. |
| Descripe | - 6 | Inherited from <u>Grammar</u> . |
| Properties | Recognition | Occurs when a spoken phrase is successfully recognized. Inherited from <u>Grammar</u> . |
| | RejectedRecognition | Occurs when a spoken phrase is recognized with low confidence. |
| | Thousand the state of the state | Inherited from <u>Grammar</u> . |
| | The state of the s | |
| | | |
| | | |

Inheritance Hierarchy

Object 😂

Grammar

SrgsGrammar

Class Information

Namespace System.Speech.Srgs

Assembly System.Speech (system.speech.dll)

SrgsGrammar Class

Note: This documentation is preliminary and is subject to change.

Represents the logical housing for individual rules and dictation grammars.

Definition

Visual Basic

Public Class SrgsGrammar

Inherits **Grammar**

C#

public class SrgsGrammar: Grammar

Managed C++ public __gc class SrgsGrammar : public <u>Grammar</u>

JScript

public class **SrgsGrammar** extends *Grammar*

Members Table

The following table lists the members exposed by the **SrgsGrammar** object. Click a tab on the left to choose the type of member you want to view.

| Methods | | Show All |
|------------|--------------------|--|
| Show: | Method | Description |
| Events | <u>Commit</u> | Commits any changes to this SrgsGrammar class instance to the underlying |
| Methods | | Recognizer. |
| | <u>Dispose</u> | Inherited from <u>Grammar</u> . |
| Properties | Equals 😂 | Inherited from <u>Object</u> ⊜ *. |
| | <u>Finalize</u> | Releases unmanaged resources and performs other cleanup operations before this instance of the Grammar class is reclaimed by garbage collection. |
| | | Inherited from <u>Grammar</u> . |
| | GetHashCode € | Inherited from Object 😂. |
| | GetType € | Inherited from Object 😂. |
| · | <u>GetXml</u> | Gets the markup representing this SrgsGrammar class instance. |
| | <u>Initialize</u> | Initializes an SrgsGrammar object from an input/output stream. |
| | Load | Loads an SrgsGrammar class instance from an input/output stream and optionally initializes its members. |
| | Load | Loads a grammar from the specified source URI. |
| | | Inherited from <u>Grammar</u> . |
| | MemberwiseClone | Inherited from Object 😂. |
| | ReferenceEquals | Inherited from <u>Object</u> ⊕+. |
| | Save | Saves an SrgsGrammar class instance to the specified universal resource identifier (URI). |
| | <u>SrgsGrammar</u> | Creates a new SrgsGrammar class instance. |
| | ToString | |

Inheritance Hierarchy

Object ��

<u>Grammar</u>

SrgsGrammar

Class Information

Namespace System.Speech.Srgs

Assembly System.Speech (system.speech.dll)

Strong Name System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

SrgsGrammar Class

Note: This documentation is preliminary and is subject to change.

Represents the logical housing for individual rules and dictation grammars.

Definition

Visual Basic Public Class SrgsGrammar

Inherits **Grammar**

C# public class SrgsGrammar : Grammar

Managed C++ public __gc class SrgsGrammar : public <u>Grammar</u>

JScript public class **SrgsGrammar** extends *Grammar*

Members Table

The following table lists the members exposed by the **SrgsGrammar** object. Click a tab on the left to choose the type of member you want to view.

| Properties | | Show All |
|------------|---------------------------------|---|
| Show: | Property | Description |
| Events | <u>AllowUpdateOnRecognition</u> | Gets or sets a value that specifies whether the recognition engine will pause its recognition processing while the Recognition event is being |
| Methods | - | processed. Inherited from <u>Grammar</u> . |
| Properties | BaseUri | Gets or sets a base URI from which relative paths to rulerefs can be resolved. |
| | | Inherited from <u>Grammar</u> . |
| | <u>Category</u> | Gets or sets the category the grammar is associated with. |
| | | Inherited from <u>Grammar</u> . |
| | <u>IsActive</u> | Gets or sets a value that specifies whether the grammar is active or not. |
| | 74 | Inherited from <u>Grammar</u> . |
| | <u>Language</u> | Gets and sets the language of the SrgsGrammar class instance(xml:lang). |
| | <u>ListTextBuffer</u> | Like the TextBuffer, this is used with the <textbuffer> element to allow a user to speak a sub-string of text. This field is different because any substring of an array of strings can be spoken.</textbuffer> |
| | | Inherited from Grammar. |
| | <u>Mode</u> | Gets and sets the SrgsGrammar grammar mode as either Voice or dual tone, multi-frequency (DTMF). |
| | <u>Name</u> | Gets or sets the name of a grammar contained in a GrammarGroup or RecognitionResults. |
| | Recognizer | Inherited from <u>Grammar</u> . |
| | | Gets or sets the speech recognizer that hosts this grammar. |
| | | Inherited from <u>Grammar</u> . |

| 200 | |
|--|---|
| Root | Gets and sets the root rule of the SrgsGrammar class instance (srgs:root). |
| RootRule | Gets the root rule of the grammar. |
| anne de la company de la compa | Inherited from <u>Grammar</u> . |
| Rules | Gets the collection of rules that this SrgsGrammar class instance contains. |
| <u>SharingUri</u> | Gets or sets a name to use in rulerefs when referencing this grammar from other grammars. |
| | Inherited from <u>Grammar</u> . |
| <u>TagFormat</u> | Gets and sets the format of the SrgsGrammar class instance Tag class instance (srgs:tag-format). |
| <u>TextBuffer</u> | Gets or sets the text from which a sub-range can be selected. |
| | Inherited from <u>Grammar</u> . |
| <u>TopLevelRules</u> | Gets the collection of rules contained by this instance of the Grammar class. Inherited from <u>Grammar</u> . |
| <u>XmlBase</u> | Gets and sets the base universal resource identifier (URI) of the |
| , | SrgsGrammar class instance (xml:base). |
| | |

Inheritance Hierarchy

Object 😂

<u>Grammar</u>

SrgsGrammar

Class Information

Namespace System.Speech.Srgs

Assembly

System.Speech (system.speech.dll)

Strong Name System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

SrgsText Class

Note: This documentation is preliminary and is subject to change.

Represents text content in Speech Recognition Grammar Specification (SRGS) markup.

Definition

Visual Basic Public Class SrgsText

Inherits <u>Object</u>

Implements IItemElement, IRuleElement

C#

Managed C++ public __gc class SrgsText : public Object,

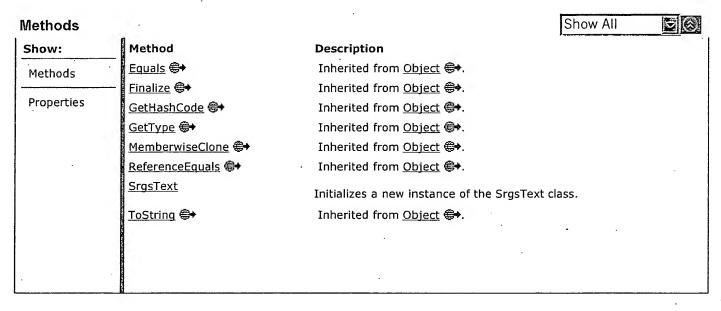
IItemElement, IRuleElement

JScript

public class **SrgsText** extends <u>Object</u> implements <u>IRuleElement</u>, <u>IItemElement</u>

Members Table

The following table lists the members exposed by the **SrgsText** object. Click a tab on the left to choose the type of member you want to view.



Inheritance Hierarchy

Object

SrgsText

Class Information

Namespace System.Speech.Srgs

Assembly System.Speech (system.speech.dll)

SrgsText Class

Note: This documentation is preliminary and is subject to change.

Represents text content in Speech Recognition Grammar Specification (SRGS) markup.

Definition

Visual Basic

Public Class SrgsText

Inherits Object

Implements IItemElement, IRuleElement

C#

public class SrgsText : Object, IItemElement, IRuleElement

Managed C++ public __gc class SrgsText : public Object,

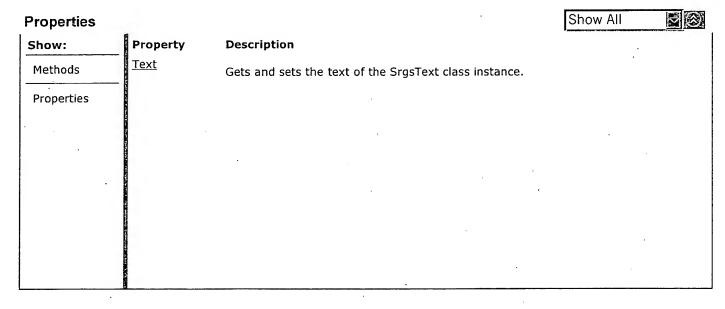
IItemElement, IRuleElement

JScript

public class SrgsText extends Object implements IRuleElement, IItemElement

Members Table .

The following table lists the members exposed by the SrgsText object. Click a tab on the left to choose the type of member you want to view.



Inheritance Hierarchy

Object **SrgsText**

Class Information

Namespace

System.Speech.Srgs

Assembly

System.Speech (system.speech.dll)

Tag Class

Note: This documentation is preliminary and is subject to change.

Represents the World Wide Web Consortium (W3C) Speech Recognition Grammar Specification (SRGS) tag element. See http://www.w3.org/TR/speech-grammar/ for more information.

Definition

Visual Basic Publi

Public Class Tag

Inherits Object

Implements IItemElement, IRuleElement

C#

public class Tag: Object,

IItemElement, IRuleElement

Managed C++ public __gc class Tag : public <u>Object</u>,

IItemElement, IRuleElement

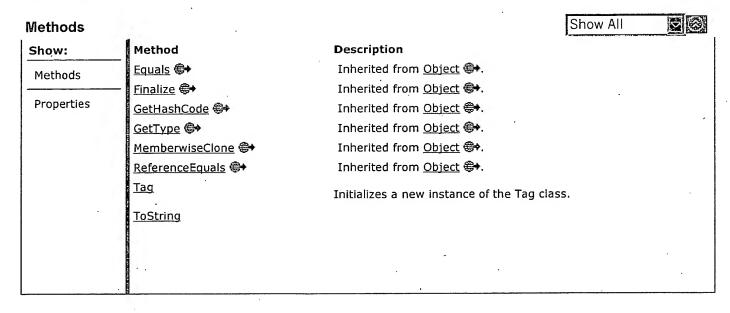
JScript

public class Tag extends Object

implements IRuleElement, IItemElement

Members Table

The following table lists the members exposed by the **Tag** object. Click a tab on the left to choose the type of member you want to view.



Inheritance Hierarchy

Object

Tag

Class Information

Namespace

System.Speech.Srgs

Assembly

System.Speech (system.speech.dll)

Tag Class

Note: This documentation is preliminary and is subject to change.

Represents the World Wide Web Consortium (W3C) Speech Recognition Grammar Specification (SRGS) tag element. See http://www.w3.org/TR/speech-grammar/ for more information.

Definition

Visual Basic Public Class Tag

Inherits *Object*

Implements IItemElement, IRuleElement

C#

public class Tag: Object,

IItemElement, IRuleElement

Managed C++ public gc class Tag: public Object,

IItemElement, IRuleElement

JScript

public class Tag extends Object

implements IRuleElement, IItemElement

Members Table

The following table lists the members exposed by the Tag object. Click a tab on the left to choose the type of member you want to view.

| Properties | | | Show All | |
|------------|-------------|---|----------|---|
| Show: | Property | Description | | |
| Methods | <u>Text</u> | Gets and sets the text of the Tag class instance. | | |
| Properties | | | | 7 |
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Inheritance Hierarchy



Class Information

Namespace

System.Speech.Srgs

Assembly

System.Speech (system.speech.dll)

Token Class

Note: This documentation is preliminary and is subject to change.

Token represents the World Wide Web Consortium (W3C) Speech Recognition Grammar Specification (SRGS) token element. See http://www.w3.org/TR/speech-grammar/ for more information.

Definition

Visual Basic Public Class Token

Inherits Object

Implements IItemElement, IRuleElement

C#

public class **Token** : <u>Object</u>, <u>IItemElement</u>, <u>IRuleElement</u>

Managed C++ public __gc class Token : public Object,

IItemElement, IRuleElement

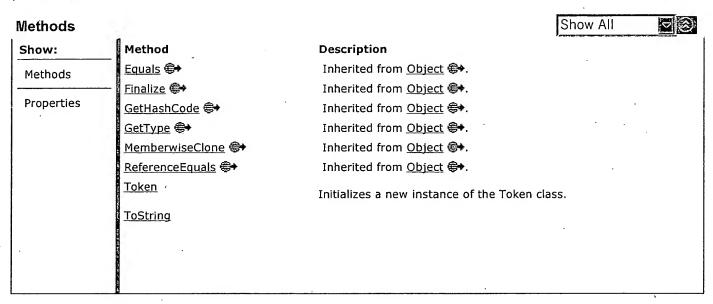
JScript

public class Token extends Object

implements IRuleElement, IItemElement

Members Table

The following table lists the members exposed by the **Token** object. Click a tab on the left to choose the type of member you want to view.



Inheritance Hierarchy



Remarks

Note that if multiple words are stored in a single Token, each is treated internally, and in the result, as a different token.

Class Information

Namespace System.Speech.Srgs

Assembly System.Speech (system.speech.dll)

Strong Name System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

Token Class

Note: This documentation is preliminary and is subject to change.

Token represents the World Wide Web Consortium (W3C) Speech Recognition Grammar Specification (SRGS) token element. See http://www.w3.org/TR/speech-grammar/ for more information.

Definition

Visual Basic Public Class Token

Inherits Object

Implements IItemElement, IRuleElement

C#

public class **Token** : <u>Object</u>, <u>IItemElement</u>, <u>IRuleElement</u>

Managed C++ public __gc class Token : public Object,

IItemElement, IRuleElement

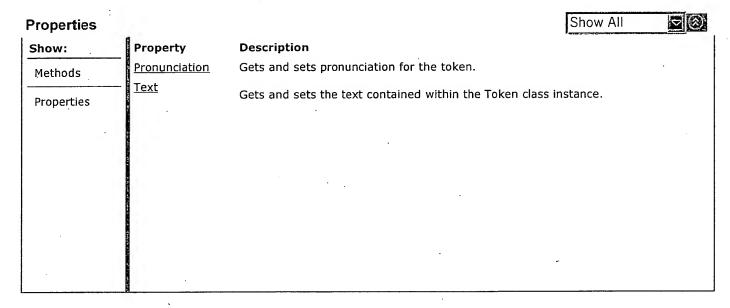
JScript

public class Token extends Object

implements IRuleElement, IItemElement

Members Table

The following table lists the members exposed by the **Token** object. Click a tab on the left to choose the type of member you want to view.



Inheritance Hierarchy



Remarks

Note that if multiple words are stored in a single Token, each is treated internally, and in the result, as a different token.

Class Information

Namespace System.Speech.Srgs

Assembly

System.Speech (system.speech.dll)

Strong Name System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

TagFormat Structure

Note: This documentation is preliminary and is subject to change.

TagFormat extensible enumeration.

Definition

Visual Basic Public Structure TagFormat

C# public struct TagFormat

Managed C++ public __value struct TagFormat

JScript In JScript, you can use structures, but you cannot define your own.

Members Table

The following table lists the members exposed by the **TagFormat** object. Click a tab on the left to choose the type of member you want to view.

| Methods | | Show All |
|------------|--------------------------|---|
| Show: | Method | Description |
| Methods | <u>Equals</u> | Compares the TagFormat class instance against another object. |
| Properties | <u>Finalize</u> ⇔ | Inherited from <u>Object</u> ⊕. |
| | <u>GetHashCode</u> | Creates a hash code from the TagFormat class instance string. |
| | <u>GetType</u> ⊕ | Inherited from <u>Object</u> ⊕. |
| | MemberwiseClone 😂 | Inherited from <u>Object</u> ⊕. |
| | op_Equality | TagFormat class equality comparison operator. |
| | op_Inequality | TagFormat class inequality comparison operator. |
| | ReferenceEquals 😂 | Inherited from <u>Object</u> ⊕. |
| | <u>TagFormat</u> | Initializes a new instance of the TagFormat class. |
| | <u>ToString</u> | Creates a string representation of this TagFormat class instance. |

Structure Information

Namespace System.Speech.Srgs

Assembly System.Speech (system.speech.dll)

TagFormat Structure

Note: This documentation is preliminary and is subject to change.

TagFormat extensible enumeration.

Definition

Visual Basic Public Structure TagFormat

C# public struct TagFormat

Managed C++ public ___value struct TagFormat

JScript In JScript, you can use structures, but you cannot define your own.

Members Table

The following table lists the members exposed by the **TagFormat** object. Click a tab on the left to choose the type of member you want to view.

| Properties | | Show All |
|------------|---------------------------------|---|
| Show: | Property | Description |
| Methods | <u>DefaultSemantics</u> | Default tag format |
| Properties | MSSapiProperties | Sets the tag format to those described by the Microsoft Speech Applications Programming Interface (MS SAPI) Properties 1.0. |
| | <u>MSSemanticInterpretation</u> | Sets the tag format to those described by the Microsoft Semantic Interpretation 1.0. |
| | | · |

Structure Information

Namespace System.Speech.Srgs

Assembly System.Speech (system.speech.dll)

Strong Name System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

System.Speech.Synthesis

Note: This documentation is preliminary and is subject to change.

The following tables list the members exposed by the System. Speech. Synthesis namespace.

Classes

<u>AudioLevelChangedEventArgs</u>

Provides data for the AudioLevelChanged event.

<u>BookmarkDetectedEventArgs</u>

Error handler

<u>SpeakCompletedEventArgs</u>

[To be provided]

<u>SpeakProgressChangedEventArgs</u>

[To be supplied.]

SpeakToken

Represents a single speak operation.

SpeechSynthesizer

[To be supplied.]

SynthesisEventArgs

Event handler for SpeakStarting and future events. Base class for all Speech Synthesis

events.

<u>SynthesizePhonemeEventArgs</u>

[To be supplied.]

SynthesizeVisemeEventArgs

[To be supplied.]

Voice

[To be supplied.]

VoiceAttributes

Represents the attributes of the text-to-speech (TTS) voice.

Enumerations

<u>SpeakPriority</u> Indicates the speaking priority

SpeechUnit

Specifies the unit of speech.

<u>VoiceGender</u> Identifies the gender of the voice used in text-to-speech synthesis.

Structures

 $\underline{\mathsf{SpeakMediaType}} \hspace{0.2cm} \mathsf{SpeakMediaType} \hspace{0.2cm} \mathsf{identifies} \hspace{0.2cm} \mathsf{the} \hspace{0.2cm} \mathsf{format} \hspace{0.2cm} \mathsf{of} \hspace{0.2cm} \mathsf{the} \hspace{0.2cm} \mathsf{content} \hspace{0.2cm} \mathsf{to} \hspace{0.2cm} \mathsf{be} \hspace{0.2cm} \mathsf{spoken}.$

Delegates

<u>AudioLevelChangedEventHandler</u>

Represents the method that will handle the AudioLevelChanged event.

BookmarkDetectedEventHandler

[To be supplied.]

<u>SpeakCompletedEventHandler</u>

[To be supplied.]

<u>SpeakProgressChangedEventHandler</u>

[To be supplied.]

Synthesis Event Handler

[To be supplied.]

SynthesizePhonemeEventHandler

[To be supplied.]

<u>SynthesizeVisemeEventHandler</u>

[To be supplied.]

AudioLevelChangedEventArgs Class

Note: This documentation is preliminary and is subject to change.

Provides data for the AudioLevelChanged event.

Definition

Visual Basic Public Class AudioLevelChangedEventArgs

Inherits <u>SynthesisEventArgs</u>

C# public class AudioLevelChangedEventArgs : <u>SynthesisEventArgs</u>

Managed C++ public __gc class AudioLevelChangedEventArgs : public <u>SynthesisEventArgs</u>

JScript public class AudioLevelChangedEventArgs extends <u>SynthesisEventArgs</u>

Members Table

The following table lists the members exposed by the **AudioLevelChangedEventArgs** object. Click a tab on the left to choose the type of member you want to view.

| Methods | | Show All |
|------------|-----------------------------------|---|
| Show: | Method | Description |
| Methods | AudioLevelChangedEventArgs | Sets the audio level for the specified speak operation. |
| | − <u>Equals</u> © | Inherited from <u>Object</u> 😝. |
| Properties | <u>Finalize</u> ⊜ | Inherited from <u>Object</u> ⊜+. |
| | <u>GetHashCode</u> | Inherited from <u>Object</u> ⊜ . |
| | <u>GetType</u> ⊜ ◆ | Inherited from <u>Object</u> |
| | <u>MemberwiseClone</u> € → | Inherited from <u>Object</u> ⊜+. |
| | ReferenceEquals 😂 | Inherited from <u>Object</u> 😂. |
| • | <u>ToString</u> ⊜→ | Inherited from <u>Object</u> © •. |
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Inheritance Hierarchy

Object 😂

SynthesisEventArgs

AudioLevelChangedEventArgs

Class Information

Namespace System.Speech.Synthesis

Assembly System.Speech (system.speech.dll)

AudioLevelChangedEventArgs Class

Note: This documentation is preliminary and is subject to change.

Provides data for the AudioLevelChanged event.

Definition

Visual Basic Public Class AudioLevelChangedEventArgs

Inherits <u>SynthesisEventArgs</u>

C# public class AudioLevelChangedEventArgs : <u>SynthesisEventArgs</u>

Managed C++ public __gc class AudioLevelChangedEventArgs : public <u>SynthesisEventArgs</u>

JScript public class AudioLevelChangedEventArgs extends <u>SynthesisEventArgs</u>

Members Table

The following table lists the members exposed by the **AudioLevelChangedEventArgs** object. Click a tab on the left to choose the type of member you want to view.

| Properties | | | Show All |
|------------|----------------------|--|--|
| Show: | Property | Description | |
| Methods | <u>AudioLevel</u> | Gets the audio level. | |
| Properties | <u>AudioPosition</u> | Gets the position within the spoken text at which the synth | nesis event occurred. |
| | | Inherited from SynthesisEventArgs. | |
| | <u>SpeakToken</u> | Gets the identity of the Speak method call that raised the s | synthesis event. |
| | , | Inherited from <u>SynthesisEventArgs</u> . | |
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Inheritance Hierarchy



SynthesisEventArgs

AudioLevelChangedEventArgs

Class Information

Namespace System.Speech.Synthesis

Assembly System.Speech (system.speech.dll)

AudioLevelChangedEventArgs Method

Note: This documentation is preliminary and is subject to change.

Sets the audio level for the specified speak operation.

Definition

```
Visual Basic
              Public Sub AudioLevelChangedEventArgs( _
                 ByVal speakToken As SpeakToken, _
                 ByVal audioPosition As TimeSpan, _
                 ByVal audioLevel As Integer _
              public AudioLevelChangedEventArgs(
C#
                 SpeakToken, speakToken,
                 TimeSpan audioPosition,
                 int audioLevel
              );
Managed C++ public: AudioLevelChangedEventArgs(
                 SpeakToken* speakToken,
                 TimeSpan audioPosition,
                 int audioLevel
JScript
              public function AudioLevelChangedEventArgs(
                 speakToken: SpeakToken,
                 audioPosition: TimeSpan,
                 audioLevel: int
```

Parameters

```
speakTokenSystem.Speech.Synthesis.SpeakToken.audioPositionSystem.TimeSpan.audioLevelSystem.Int32.
```

AudioLevel Property

Note: This documentation is preliminary and is subject to change.

Gets the audio level.

Definition

Visual Basic Public ReadOnly Property AudioLevel As Integer

C# public <u>int</u> AudioLevel { get; }

Managed C++ public: __property int get_AudioLevel();

JScript public function get AudioLevel(): int

Property Value

System.Int32.

This property is read-only.

BookmarkDetectedEventArgs Method

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

Definition

```
Visuai Basic
              Public Sub BookmarkDetectedEventArgs( _
                ByVal speakToken As SpeakToken, _
                ByVal audioPosition As TimeSpan, _
                ByVal bookmarkName As String
C#
              public BookmarkDetectedEventArgs(
                SpeakToken speakToken,
                TimeSpan audioPosition,
                string bookmarkName
Managed C++ public: BookmarkDetectedEventArgs(
                SpeakToken* speakToken,
                TimeSpan audioPosition,
                String* bookmarkName
              public function BookmarkDetectedEventArgs(
JScript
                speakToken: SpeakToken,
                audioPosition: TimeSpan,
                bookmarkName: String
              );
```

Parameters

speakToken :

System.Speech.Synthesis.SpeakToken.

audioPosition

System.TimeSpan.

bookmarkName System.String.

BookmarkDetectedEventArgs Class

Note: This documentation is preliminary and is subject to change.

Error handler

Definition

Visual Basic Public Class BookmarkDetectedEventArgs

Inherits **SynthesisEventArgs**

C#

public class BookmarkDetectedEventArgs: SynthesisEventArgs

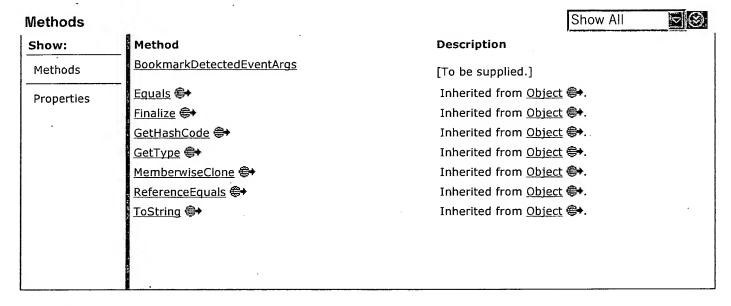
Managed C++ public __gc class BookmarkDetectedEventArgs : public <u>SynthesisEventArgs</u>

JScript

public class BookmarkDetectedEventArgs extends SynthesisEventArgs

Members Table

The following table lists the members exposed by the BookmarkDetectedEventArgs object. Click a tab on the left to choose the type of member you want to view.



Inheritance Hierarchy

Object

SynthesisEventArgs

BookmarkDetectedEventArgs

Class Information

Namespace System.Speech.Synthesis

Assembly

System.Speech (system.speech.dll)

BookmarkDetectedEventArgs Class

Note: This documentation is preliminary and is subject to change.

Error handler

Definition

Visual Basic Public Class BookmarkDetectedEventArgs

Inherits <u>SynthesisEventArgs</u>

C#

public class BookmarkDetectedEventArgs: <u>SynthesisEventArgs</u>

Managed C++ public __gc class BookmarkDetectedEventArgs : public <u>SynthesisEventArgs</u>

JScript

public class BookmarkDetectedEventArgs extends SynthesisEventArgs

Members Table

The following table lists the members exposed by the BookmarkDetectedEventArgs object. Click a tab on the left to choose the type of member you want to view.

| Properties | | Show All |
|------------|----------------------|---|
| Show: | Property | Description |
| Methods | <u>AudioPosition</u> | Gets the position within the spoken text at which the synthesis event occurred. |
| Properties | | Inherited from <u>SynthesisEventArgs</u> . |
| | <u>BookmarkName</u> | Gets the name of the Bookmark. |
| | <u>SpeakToken</u> | Gets the identity of the Speak method call that raised the synthesis event. |
| | ė. | Inherited from <u>SynthesisEventArgs</u> . |
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Inheritance Hierarchy

Object 😂

SynthesisEventArgs

BookmarkDetectedEventArgs

Class Information

Namespace System.Speech.Synthesis

Assembly

System.Speech (system.speech.dll)

BookmarkName Property

Note: This documentation is preliminary and is subject to change.

Gets the name of the Bookmark.

Definition

Visual Basic Public ReadOnly Property BookmarkName As String

C# public string BookmarkName { get; }

Managed C++ public: __property <u>String</u>* get_BookmarkName();

JScript public function get BookmarkName(): String

Property Value

System.String.

This property is read-only.

SpeakCompletedEventArgs Class

Note: This documentation is preliminary and is subject to change.

[To be provided]

Definition

Visual

Public Class SpeakCompletedEventArgs

Basic

Inherits err! bad xref: frlrfSystemComponentModelAsyncCompletedEventArgsClassTopic; lookup

failure; no href; no caption;

C#

public class SpeakCompletedEventArgs : err! bad xref:

frlrfSystemComponentModelAsyncCompletedEventArgsClassTopic; lookup failure; no href; no caption;

Managed

public __gc class SpeakCompletedEventArgs : public err! bad xref:

C++

frlrfSystemComponentModelAsyncCompletedEventArgsClassTopic; lookup failure; no href; no caption;

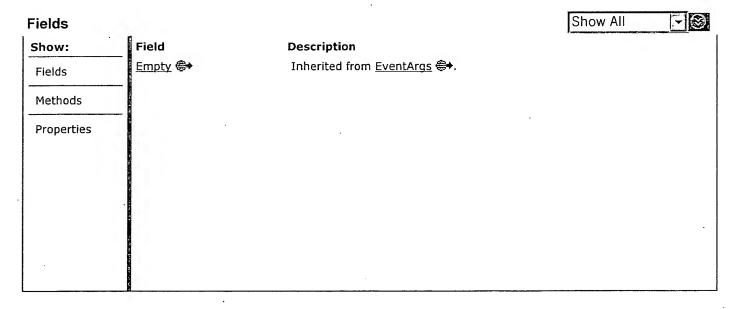
JScript

public class SpeakCompletedEventArgs extends err! bad xref:

frlrfSystemComponentModelAsyncCompletedEventArgsClassTopic; lookup failure; no href; no caption;

Members Table

The following table lists the members exposed by the **SpeakCompletedEventArgs** object. Click a tab on the left to choose the type of member you want to view.



Inheritance Hierarchy

err! bad xref: frlrfSystemComponentModelAsyncCompletedEventArgs lookup failure; no href; no caption; SpeakCompletedEventArgs

Class Information

Namespace

System.Speech.Synthesis

Assembly

System.Speech (system.speech.dll)

SpeakCompletedEventArgs Class

Note: This documentation is preliminary and is subject to change.

[To be provided]

Definition

Visual Public Class SpeakCompletedEventArgs

Basic Inherits err! bad xref: frlfSystemComponentModelAsyncCompletedEventArgsClassTopic; lookup

failure; no href; no caption;

C# public class **SpeakCompletedEventArgs**: err! bad xref:

<u>frlrfSystemComponentModelAsyncCompletedEventArgsClassTopic</u>; lookup failure; no href; no caption;

Managed

public <u>gc class SpeakCompletedEventArgs</u>: public err! bad xref:

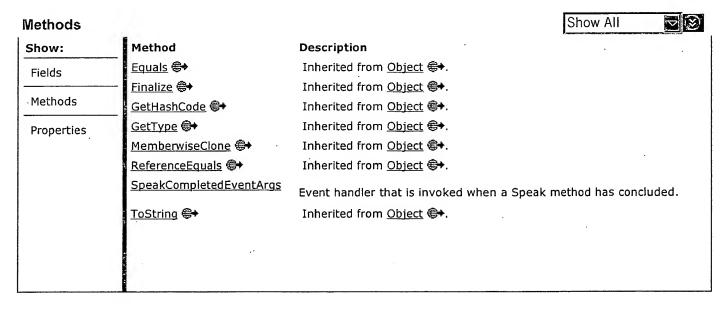
C++ <u>frlrfSystemComponentModelAsyncCompletedEventArgsClassTopic</u>; lookup failure; no href; no caption;

JScript public class **SpeakCompletedEventArgs** extends *err! bad xref:*

frirfSystemComponentModelAsyncCompletedEventArgsClassTopic; lookup failure; no href; no caption;

Members Table

The following table lists the members exposed by the **SpeakCompletedEventArgs** object. Click a tab on the left to choose the type of member you want to view.



Inheritance Hierarchy

err! bad xref: frlrfSystemComponentModelAsyncCompletedEventArgsClassTopic; lookup failure; no href; no caption; SpeakCompletedEventArgs

Class Information

Namespace System.Speech.Synthesis

Assembly System.Speech (system.speech.dll)

SpeakCompletedEventArgs Class

Note: This documentation is preliminary and is subject to change.

[To be provided]

Definition

Visual

Public Class SpeakCompletedEventArgs

Basic

Inherits err! bad xref: frlrfSystemComponentModelAsyncCompletedEventArgsClassTopic; lookup

failure; no href; no caption;

C#

public class SpeakCompletedEventArgs : err! bad xref:

frlrfSystemComponentModelAsyncCompletedEventArgsClassTopic; lookup failure; no href; no caption;

Managed

public __gc class SpeakCompletedEventArgs : public err! bad xref:

C++

frirfSystemComponentModelAsyncCompletedEventArgsClassTopic; lookup failure; no href; no caption;

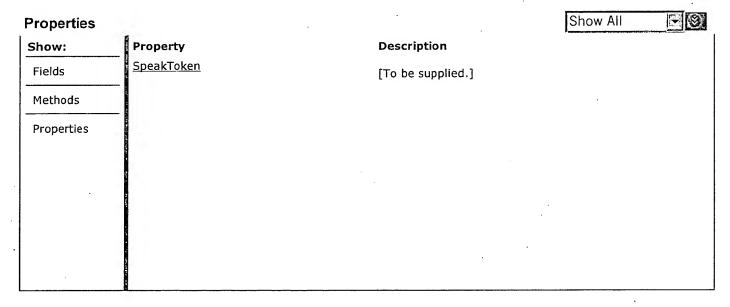
JScript

public class SpeakCompletedEventArgs extends err! bad xref:

frIrfSystemComponentModelAsyncCompletedEventArgsClassTopic; lookup failure; no href; no caption;

Members Table

The following table lists the members exposed by the **SpeakCompletedEventArgs** object. Click a tab on the left to choose the type of member you want to view.



Inheritance Hierarchy

err! bad xref: frlrfSystemComponentModelAsyncCompletedEventArgsClassTopic; lookup failure; no href; no caption; SpeakCompletedEventArgs

Class Information

Namespace

System.Speech.Synthesis

Assembly

System.Speech (system.speech.dll)

SpeakCompletedEventArgs Method

Note: This documentation is preliminary and is subject to change.

Event handler that is invoked when a Speak method has concluded.

Definition

```
Public Sub SpeakCompletedEventArgs(_
Visuai Basic
                 ByVal error As Exception, _
                 ByVai canceled As Boolean,
                 ByVal speakToken As SpeakToken
C#
              public SpeakCompletedEventArgs(
                 Exception error,
                 bool canceled,
                 SpeakToken speakToken
Managed C++ public: SpeakCompletedEventArgs(
                 Exception* error,
                 bool canceled,
                 SpeakToken* speakToken
JScript
              public function SpeakCompletedEventArgs(
                error: Exception,
                canceled: boolean,
                speakToken: SpeakToken
```

Parameters

error System.Exception.
canceled System.Boolean.

speakToken System.Speech.Synthesis.SpeakToken.

SpeakToken Property

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

Definition

Visual Basic

Public ReadOnly Property SpeakToken As SpeakToken

public SpeakToken { get; }

Managed C++ public: __property <u>SpeakToken</u>* get_SpeakToken();

JScript

public function get SpeakToken(): SpeakToken

Property Value

 ${\bf System. Speech. Synthesis. Speak Token.}$

This property is read-only.

SpeakProgressChangedEventArgs Class

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

Definition

Visual Basic Public Class SpeakProgressChangedEventArgs

Inherits <u>SynthesisEventArgs</u>

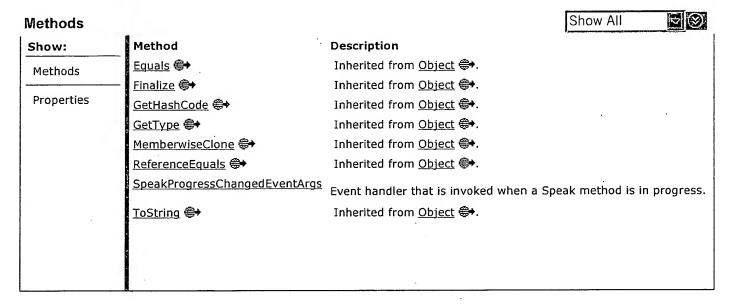
C# public class SpeakProgressChangedEventArgs : <u>SynthesisEventArgs</u>

Managed C++ public __gc class SpeakProgressChangedEventArgs : public <u>SynthesisEventArgs</u>

JScript public class SpeakProgressChangedEventArgs extends <u>SynthesisEventArgs</u>

Members Table

The following table lists the members exposed by the **SpeakProgressChangedEventArgs** object. Click a tab on the left to choose the type of member you want to view.



Inheritance Hierarchy

Object *

SynthesisEventArgs

SpeakProgressChangedEventArgs

Class Information

Namespace System.Speech.Synthesis

Assembly System.Speech (system.speech.dll)

SpeakProgressChangedEventArgs Class

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

Definition

Visual Basic Public Class SpeakProgressChangedEventArgs

Inherits **SynthesisEventArgs**

C#

public class SpeakProgressChangedEventArgs: <u>SynthesisEventArgs</u>

Managed C++ public __gc class SpeakProgressChangedEventArgs : public __gc class SpeakProgressChangedEventArgs :

JScript

public class SpeakProgressChangedEventArgs extends SynthesisEventArgs

Members Table

The following table lists the members exposed by the SpeakProgressChangedEventArgs object. Click a tab on the left to choose the type of member you want to view.

| Properties | | Show All |
|------------|-------------------|--|
| Show: | Property | Description |
| Methods | AudioPosition | Gets the position within the spoken text at which the synthesis event occurred. |
| Properties | | Inherited from SynthesisEventArgs. |
| | CharacterPosition | Gets the current character position within text where speech is being synthesized. |
| | <u>SpeakToken</u> | Gets the identity of the Speak method call that raised the synthesis event. |
| | | Inherited from <u>SynthesisEventArgs</u> . |
| | | |
| | | |
| | | |
| | | |

Inheritance Hierarchy



SynthesisEventArgs

SpeakProgressChangedEventArgs

Class Information

Namespace

System.Speech.Synthesis

Assembly

System.Speech (system.speech.dll)

SpeakProgressChangedEventArgs Method

Note: This documentation is preliminary and is subject to change.

Event handler that is invoked when a Speak method is in progress.

Definition

```
Public Sub SpeakProgressChangedEventArgs( _
Visual Basic
                 ByVal speakToken As SpeakToken, _
                 ByVal audioPosition As TimeSpan, _
                 ByVal characterPosition As Integer _
C#
               public SpeakProgressChangedEventArgs(
                 SpeakToken, speakToken,
                 TimeSpan audioPosition,
                 int characterPosition
Managed C++ public: SpeakProgressChangedEventArgs(
                 SpeakToken* speakToken,
                 <u>TimeSpan</u> audioPosition,
                 int characterPosition
               );
               public function SpeakProgressChangedEventArgs(
JScript
                 speakToken: SpeakToken,
                 audioPosition : TimeSpan,
                 characterPosition: int
```

Parameters

speakToken

System.Speech.Synthesis.SpeakToken.

audioPosition

System.TimeSpan.

characterPosition System.Int32.

CharacterPosition Property

Note: This documentation is preliminary and is subject to change.

Gets the current character position within text where speech is being synthesized.

Definition

Visual Basic

Public ReadOnly Property CharacterPosition As Integer

C#

public int CharacterPosition { get; }

Managed C++ public: __property int get_CharacterPosition();

JScript

public function get CharacterPosition(): int

Property Value

System.Int32.

This property is read-only.

SpeakToken Class

Note: This documentation is preliminary and is subject to change.

Represents a single speak operation.

Definition

Visual Basic Public Class SpeakToken

Inherits Object

C# public class SpeakToken : Object

Managed C++ public __gc class SpeakToken : public <u>Object</u>

JScript public class SpeakToken extends Object

Members Table

The following table lists the members exposed by the **SpeakToken** object. Click a tab on the left to choose the type of member you want to view.

| Methods | | Show All |
|---------|---------------------------------|--|
| Show: | Method | Description |
| Methods | <u>Cancel</u> | Cancels a speak operation asynchronously. |
| | Equals 😂 | Inherited from <u>Object</u> ⊕. |
| | Finalize 😂 | Inherited from <u>Object</u> ⊕. |
| | <u>GetHashCode</u> ⊜ | Inherited from <u>Object</u> ⊕. |
| | <u>GetType</u> €+ | Inherited from <u>Object</u> ⊜. |
| | MemberwiseClone 😂 | Inherited from Object 😂. |
| | ReferenceEquals 😂 | Inherited from Object 😂. |
| | <u>ToString</u> | Gets a string representing the content of a speak operation. |
| | | |
| | | |
| | | |
| | | · |

Inheritance Hierarchy

Object ⊕+
SpeakToken

Class Information

Namespace System.Speech.Synthesis

Assembly System.Speech (system.speech.dll)

Cancel Method

Note: This documentation is preliminary and is subject to change.

Cancels a speak operation asynchronously.

Definition

Visual Basic Public Sub Cancel()
C# public void Cancel();

Managed C++ public: void Cancel();

JScript public function Cancel(): void;

ToString Method

Note: This documentation is preliminary and is subject to change.

Gets a string representing the content of a speak operation.

Definition

Visual Basic Overrides Public Function ToString() As String

C# public override <u>string</u> ToString();

Managed C++ public: String* ToString();

JScript public override function **ToString**(): **String**;

Return Value

System.String.

SpeechSynthesizer Class

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

Definition

Visual Basic

Public Class SpeechSynthesizer

Inherits Object

C#

public class SpeechSynthesizer : Object

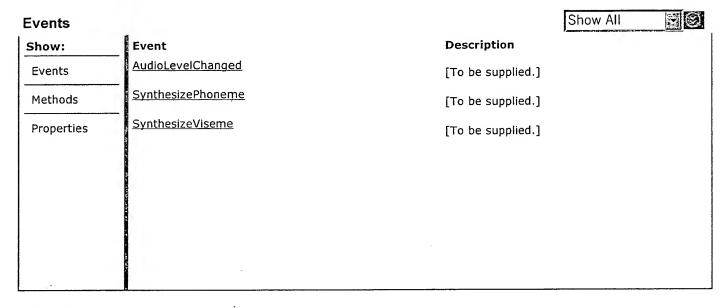
Managed C++ public __gc class SpeechSynthesizer : public Object

JScript

public class SpeechSynthesizer extends Object

Members Table

The following table lists the members exposed by the SpeechSynthesizer object. Click a tab on the left to choose the type of member you want to view.



Inheritance Hierarchy

Object €→

SpeechSynthesizer

Class Information

Namespace System.Speech.Synthesis

Assembly

System.Speech (system.speech.dll)

SpeechSynthesizer Class

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

Definition

Visual Basic Public Class SpeechSynthesizer

Inherits Object

C#

public class SpeechSynthesizer: Object

Managed C++ public __gc class SpeechSynthesizer : public Object

JScript

public class SpeechSynthesizer extends Object

Members Table

The following table lists the members exposed by the SpeechSynthesizer object. Click a tab on the left to choose the type of member you want to view.

| Methods | | Sho | w All | <u>P</u> 8 |
|------------|------------------------------|---------------------------------|-------|------------|
| Show: | Method | Description | | |
| Events | <u>Clear</u> | [To be supplied.] | | |
| Methods | <u>Dispose</u> | [To be supplied.] | | |
| Properties | Equals €→ | Inherited from <u>Object</u> €. | | |
| | <u>Finalize</u> | [To be supplied.] | | |
| | <u>GetHashCode</u> | Inherited from <u>Object</u> ♣. | | - |
| | <u>GetType</u> ⊜+ | Inherited from <u>Object</u> ⊜. | | - |
| | MemberwiseClone | Inherited from <u>Object</u> ⊜. | | |
| | <u>Pause</u> | [To be supplied.] | | |
| | ReferenceEquals 😂 | Inherited from <u>Object</u> €. | | D |
| | Resume | [To be supplied.] | | ▽ |

Inheritance Hierarchy

Object *

SpeechSynthesizer

Class Information

Namespace System.Speech.Synthesis

Assembly

System.Speech (system.speech.dll)

SpeechSynthesizer Class

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

Definition

Visuai Basic Public

Public Class SpeechSynthesizer

Inherits Object

C#

public class **SpeechSynthesizer**: <u>Object</u>

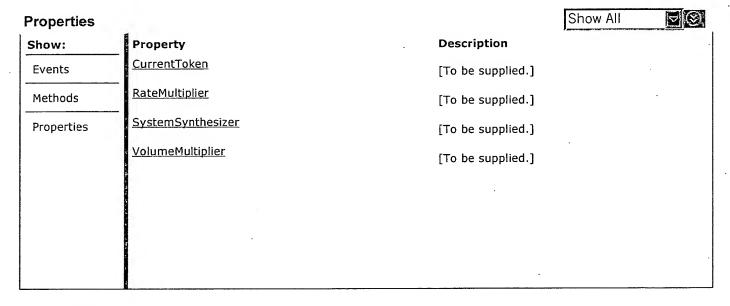
 $\textbf{Managed C++} \ \, \textbf{public} \ \underline{\quad } \textbf{gc class SpeechSynthesizer} \ \, : \textbf{public} \ \underline{\textit{Object}}$

JScript

public class SpeechSynthesizer extends Object

Members Table

The following table lists the members exposed by the **SpeechSynthesizer** object. Click a tab on the left to choose the type of member you want to view.



Inheritance Hierarchy

Object 😂

SpeechSynthesizer

Class Information

Namespace

System.Speech.Synthesis

Assembly

System.Speech (system.speech.dll)

Clear Method

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

Definition

Visual Basic Public Sub Clear()
C# public void Clear();

Managed C++ public: void Clear();

JScript public function Clear(): void;

Dispose Method

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

Overload List

public Void Dispose ()
public Void Dispose (Boolean)

Finalize Method

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

Definition

Visual Basic Overrides Protected Sub Finalize()

C# ~SpeechSynthesizer(); Managed C++ ~SpeechSynthesizer();

JScript protected override function **Finalize()**: **void**;

Pause Method

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

Definition

Visuai Basic Public Sub Pause()
C# public void Pause();

Managed C++ public: void Pause();

JScript public function Pause(): void;

Resume Method

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

Definition

Visual Basic

Public Sub Resume()

public void Resume();

JScript

Managed C++ public: void Resume(); public function Resume() : void;

Skip Method

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

Definition

```
Public Function Skip(_
Visual Basic
                   ByVal count As Integer,
                  ByVal unit As SpeechUnit _
                ) As Integer
                public int Skip(
C#
                  int count,
                  SpeechUnit unit
Managed C++ public: int Skip(
                  int count,
                  SpeechUnit unit
JScript
                public function Skip(
                  count: int,
                  unit: SpeechUnit
                ): <u>int;</u>
```

Parameters

```
count System.Int32.unit System.Speech.Synthesis.SpeechUnit.
```

Return Value

System.Int32.

SpeechSynthesizer Method

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

Definition

Visual Basic Public Sub SpeechSynthesizer()

C# public SpeechSynthesizer();

Managed C++ public: SpeechSynthesizer();

JScript public function SpeechSynthesizer();

CurrentToken Property

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

Definition

Visual Basic Public ReadOnly Property CurrentToken As SpeakToken

public SpeakToken CurrentToken { get; }

Managed C++ public: __property <u>SpeakToken</u>* get_CurrentToken();

public function get CurrentToken(): SpeakToken

Property Value

 ${\bf System. Speech. Synthesis. Speak Token.}$

This property is read-only.

RateMultiplier Property

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

Definition

Visuai Basic

Public Property RateMultiplier As Single

C#

public float RateMultiplier { get; set; }

Managed C++ public: __property float get_RateMultiplier();

public: __property void set_RateMultiplier(float);

JScript

public function get RateMultiplier() : float

public function set RateMultiplier(float);

Property Value

System.Single.

This property is read/write.

SystemSynthesizer Property

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

Definition

Visual Basic Public Shared ReadOnly Property SystemSynthesizer As SpeechSynthesizer

public static <u>SpeechSynthesizer</u> SystemSynthesizer { get; }

Managed C++ public: __property static <u>SpeechSynthesizer</u>* get_SystemSynthesizer();

JScript

public static function get SystemSynthesizer(): SpeechSynthesizer

Property Value

System.Speech.Synthesis.SpeechSynthesizer.

This property is read-only.

VolumeMultiplier Property

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

Definition

Visual Basic Public Property VolumeMultiplier As Single C# public float VolumeMultiplier { get; set; }

Managed C++ public: __property float get_VolumeMultiplier();
 public: __property void set_VolumeMultiplier(float);

JScript public function get VolumeMultiplier(): float

public function set VolumeMultiplier(float);

Property Value

System.Single.

This property is read/write.

AudioLevelChanged Event

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

Definition

Visual Basic Public Event AudioLevelChanged As <u>AudioLevelChangedEventHandler</u>

C# public event <u>AudioLevelChangedEventHandler</u> AudioLevelChanged;

Managed C++ public: __event AudioLevelChanged;

JScript In JScript, you can use events, but you cannot define your own.

SynthesizePhoneme Event

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

Definition

Visual Basic

Public Event **SynthesizePhoneme** As <u>SynthesizePhonemeEventHandler</u>

public event <u>SynthesizePhonemeEventHandler</u> SynthesizePhoneme;

Managed C++ public: __event SynthesizePhoneme;

JScript

In JScript, you can use events, but you cannot define your own.

SynthesizeViseme Event

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

Definition

Visual Basic Public Event **SynthesizeViseme** As <u>SynthesizeVisemeEventHandler</u>

C# public event <u>SynthesizeVisemeEventHandler</u> SynthesizeViseme;

Managed C++ public: __event SynthesizeViseme;

JScript In JScript, you can use events, but you cannot define your own.

SynthesisEventArgs Class

Note: This documentation is preliminary and is subject to change.

Event handler for SpeakStarting and future events. Base class for all Speech Synthesis events.

Definition

Visual Basic Public Class SynthesisEventArgs

Inherits Object

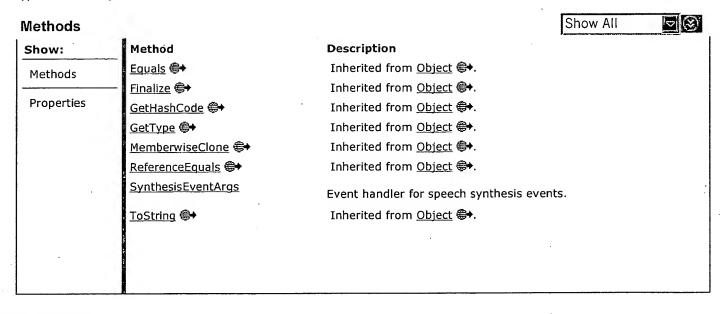
C# public class SynthesisEventArgs : Object

Managed C++ public __gc class SynthesisEventArgs : public <u>Object</u>

JScript public class SynthesisEventArgs extends <u>Object</u>

Members Table

The following table lists the members exposed by the **SynthesisEventArgs** object. Click a tab on the left to choose the type of member you want to view.



Inheritance Hierarchy

<u>Object</u> ♦

SynthesisEventArgs

AudioLevelChangedEventArgs
BookmarkDetectedEventArgs
SpeakProgressChangedEventArgs
SynthesizePhonemeEventArgs
SynthesizeVisemeEventArgs

Class Information

Namespace System.Speech.Synthesis

Assembly System.Speech (system.speech.dll)

SynthesisEventArgs Class

Note: This documentation is preliminary and is subject to change.

Event handler for SpeakStarting and future events. Base class for all Speech Synthesis events.

Definition

Visual Basic

Public Class SynthesisEventArgs

Inherits Object

C#

public class SynthesisEventArgs: Object

Managed C++ public __gc class SynthesisEventArgs : public <u>Object</u>

JScript

public class SynthesisEventArgs extends Object

Members Table

The following table lists the members exposed by the SynthesisEventArgs object. Click a tab on the left to choose the type of member you want to view.

Show All **Properties** Show: **Property** Description <u>AudioPosition</u> Methods Gets the position within the spoken text at which the synthesis event occurred. **SpeakToken** Properties Gets the identity of the Speak method call that raised the synthesis event.

Inheritance Hierarchy

Object 😂

SynthesisEventArgs

AudioLevelChangedEventArgs **BookmarkDetectedEventArgs** <u>SpeakProgressChangedEventArgs</u> **SynthesizePhonemeEventArgs** <u>SynthesizeVisemeEventArqs</u>

Class Information

Namespace

System.Speech.Synthesis

Assembly

System.Speech (system.speech.dll)

SynthesisEventArgs Method

Note: This documentation is preliminary and is subject to change.

Event handler for speech synthesis events.

Definition

Parameters

speakToken System.Speech.Synthesis.SpeakToken. audioPosition System.TimeSpan.

AudioPosition Property

Note: This documentation is preliminary and is subject to change.

Gets the position within the spoken text at which the synthesis event occurred.

Definition

Visual Basic Public ReadOnly Property AudioPosition As <u>TimeSpan</u>

C# public <u>TimeSpan</u> AudioPosition { get; }

Managed C++ public: __property <u>TimeSpan</u> get_AudioPosition();

JScript public function get **AudioPosition()**: <u>TimeSpan</u>

Property Value

System.TimeSpan.

This property is read-only.

Example Class

Note: This documentation is preliminary and is subject to change.

Represents the World Wide Web Consortium (W3C) Speech Recognition Grammar Specification (SRGS) example element. See http://www.w3.org/TR/speech-grammar/ for more information.

Definition

Visual Basic Public Class Example

Inherits Object

Implements IRuleElement

C#

public class Example: Object,

<u>IRuleElement</u>

Managed C++ public __gc class Example : public <u>Object</u>,

IRuleElement

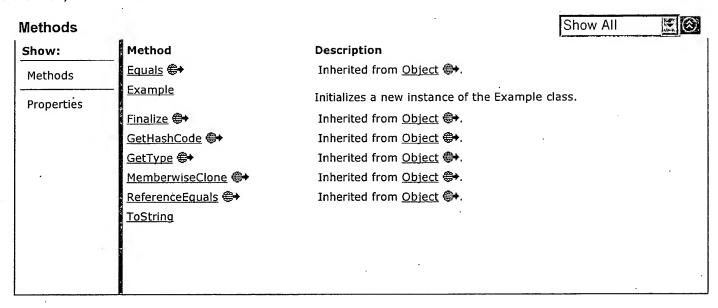
JScript.

public class Example extends Object

implements IRuleElement

Members Table

The following table lists the members exposed by the **Example** object. Click a tab on the left to choose the type of member you want to view.



Inheritance Hierarchy

Object **⊕**Example

Class Inf rmation

Namespace System.Speech.Srgs

Assembly System.Speech (system.speech.dll)

Example Class

Note: This documentation is preliminary and is subject to change.

Represents the World Wide Web Consortium (W3C) Speech Recognition Grammar Specification (SRGS) example element. See http://www.w3.org/TR/speech-grammar/ for more information.

Definition

Visual Basic

Public Class Example

Inherits Object

Implements IRuleElement

C#

public class Example: Object,

<u>IRuleElement</u>

Managed C++ public __gc class Example : public Object,

IRuleElement

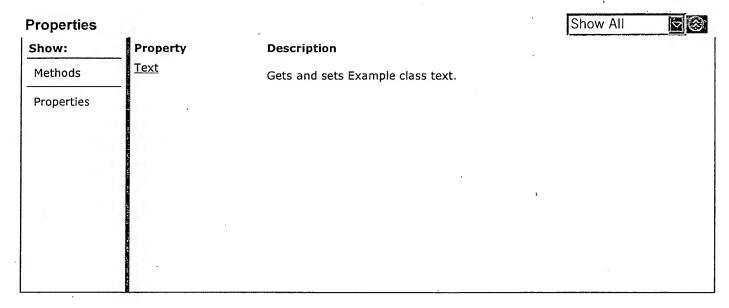
JScript

public class Example extends Object

implements IRuleElement

Members Table

The following table lists the members exposed by the **Example** object. Click a tab on the left to choose the type of member you want to view.



Inheritance Hierarchy



Example

Class Information

Namespace

System.Speech.Srgs

Assembly

System.Speech (system.speech.dll)

Item Class

Note: This documentation is preliminary and is subject to change.

Represents the World Wide Web Corsortium (W3C) Speech Recognition Grammar Specification (SRGS) item element. See . http://www.w3.org/TR/speech-grammar/ for more information.

Definition

Visual Basic Public Class Item

Inherits Object

Implements IItemElement, IRuleElement

C#

public class **Item** : <u>Object</u>,

IItemElement, IRuleElement

Managed C++ public __gc class Item : public <u>Object</u>,

IItemElement, IRuleElement

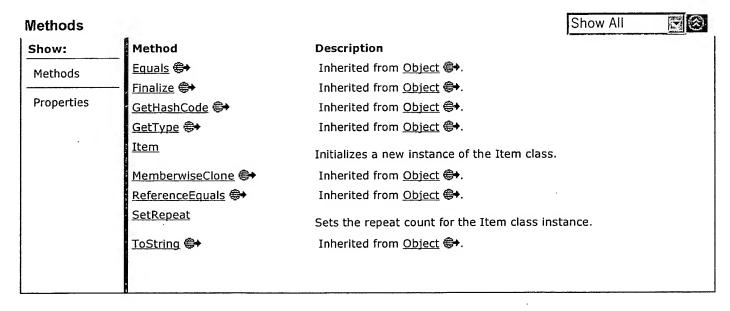
JScript

public class Item extends Object

implements IRuleElement, IItemElement

Members Table

The following table lists the members exposed by the **Item** object. Click a tab on the left to choose the type of member you want to view.



Inheritance Hierarchy

Object **⊕**Item

Class Inf rmation

Namespace System.Speech.Srgs

Assembly System.Speech (system.speech.dll)

Item Class

Note: This documentation is preliminary and is subject to change.

Represents the World-Wide Web Corsortium (W3C) Speech Recognition Grammar Specification (SRGS) item element. See http://www.w3.org/TR/speech-grammar/ for more information.

Definition

Visual Basic Public Class Item

Inherits Object

Implements IItemElement, IRuleElement

C#

public class Item: Object,

IItemElement, IRuleElement

Managed C++ public __gc class Item : public Object,

IItemElement, IRuleElement

JScript

public class Item extends Object

implements IRuleElement, IItemElement

Members Table

The following table lists the members exposed by the **Item** object. Click a tab on the left to choose the type of member you want to view.

| Properties | | Show All |
|--------------------|--------------------------|--|
| Show: | Property | Description |
| Methods Properties | <u>Elements</u> | Gets the zero-based collection of all the child elements of the Item class instance. Read only. |
| rioperties | <u>MaxRepeat</u> | Gets the maximum number of occurrences this Item class instance can be repeated for a successful recognition. Read-only. |
| | <u>MinRepeat</u> | Gets the minimum number of occurrences this Item class instance must be repeated for a successful recognition. Read-only. |
| | <u>RepeatProbability</u> | Gets and sets a value representing the probability that the phrase contained in an Item class instance will be repeated. |
| | <u>Weight</u> | Gets and sets the likelihood that the phrase contained in an Item class instance will be uttered when contained within a OneOf class instance. |

Inheritance Hierarchy

Object 😂 Item

Class Information

Namespace

System.Speech.Srgs

Assembly

System.Speech (system.speech.dll)

ItemElementCollection Class

Note: This documentation is preliminary and is subject to change.

Represents the collection of objects that can be children of an Item class instance.

Definition

Visual Basic Public Class ItemElementCollection

Inherits <u>CollectionBase</u>

C# public class ItemElementCollection : <u>CollectionBase</u>

Managed C++ public __gc class ItemElementCollection : public <u>CollectionBase</u>

JScript public class ItemElementCollection extends <u>CollectionBase</u>

Members Table

The following table lists the members exposed by the **ItemElementCollection** object. Click a tab on the left to choose the type of member you want to view.

| Methods | | Show All |
|------------|---------------------------|--|
| Show: | Method | Description |
| Methods | <u>Add</u> | Adds a new Item class instance to the RuleElementCollection. |
| Properties | <u>AddItem</u> | Adds a new Item class instance to the ItemElementCollection. |
| | <u>AddItems</u> | Adds multiple Item class instances to the ItemElementCollection. |
| | <u>AddOneOf</u> | Adds a OneOf class instance to the ItemElementCollection. |
| | <u>AddOptionalItem</u> . | Adds a new optional Item class instance to the ItemElementCollection. |
| | . <u>AddRepeatingItem</u> | Adds a new Item class instance to the ItemElementCollection. This instance contains the minimum and maximum number of repetitions required for successful recognition. |
| | AddRuleRef | Adds a new RuleRef class instance to the ItemElementCollection. |
| | <u>AddSpecialRuleRef</u> | Adds a new SpecialRuleRef class instance to the ItemElementCollection. |
| | AddTag | Adds a Tag class instance to the ItemElementCollection. |
| | <u>AddToken</u> | Adds a new Token class instance to the ItemElementCollection. |
| | <u>Clear</u> ⊕ + | Inherited from CollectionBase ⊕. |
| | <u>Contains</u> | Determines whether the ItemElementCollection contains the specified IItemElement. |
| | Equals 😂 | Inherited from <u>Object</u> ⊕. |
| | <u>Finalize</u> ⊕ | Inherited from <u>Object</u> © →. |
| | GetEnumerator ⊕ | Inherited from <u>CollectionBase</u> ⊕. |
| | <u>GetHashCode</u> €→ | Inherited from <u>Object</u> ⊜+. |
| | <u>GetType</u> ⊕+ | Inherited from <u>Object</u> ⊕. |
| | <u>IndexOf</u> | Searches the ItemElement Collection for the specified IItemElement. |

| <u>Insert</u> | Inserts a new IItemElement into the ItemElementCollection at the specified index location. |
|--------------------------------------|---|
| <u>ItemElementCollection</u> | Initializes a new instance of the ItemElementCollection class and specifies the owning Item class instance. |
| MemberwiseClone 😂 | Inherited from <u>Object</u> ⊜. |
| <u>OnClear</u> | · |
| OnClearComplete 😂 | Inherited from <u>CollectionBase</u> 😂. |
| <u>ÖnInsert</u> | |
| OnInsertComplete 😂 | Inherited from <u>CollectionBase</u> �+. |
| <u>OnRemove</u> | |
| <u>OnRemoveComplete</u> ⊕+ | Inherited from <u>CollectionBase</u> €. |
| <u>OnSet</u> | |
| OnSetComplete 😂 | Inherited from <u>CollectionBase</u> ⊕. |
| <u>OnValidate</u> | |
| ReferenceEquals 😂 | Inherited from <u>Object</u> ⇔. |
| <u>Remove</u> | Removes the first occurrence of a specific IItemElement from the ItemElementCollection. |
| <u>RemoveAt</u> ⊜+ | Inherited from <u>CollectionBase</u> ⊕. |
| <u>ToString</u> ⊜→ | Inherited from <u>Object</u> ⇔. |

Inheritance Hierarchy

Object ♥

CollectionBase ♥

ItemElementCollection

Class Information

Namespace System.Speech.Srgs

Assembly System.Speech (system.speech.dll)

Strong Name System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

ItemElementCollection Class

Note: This documentation is preliminary and is subject to change.

Represents the collection of objects that can be children of an Item class instance.

Definition

Visual Basic Public Class ItemElementCollection

Inherits <u>CollectionBase</u>

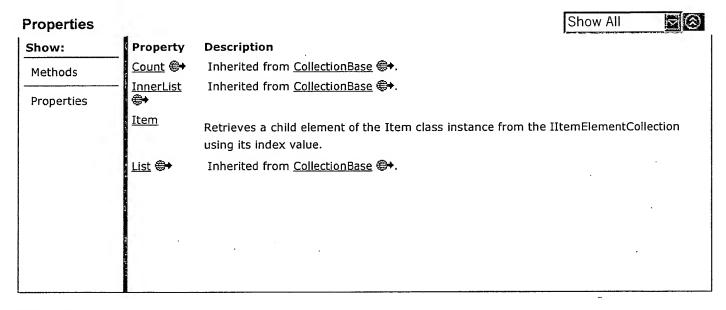
C# public class ItemElementCollection : <u>CollectionBase</u>

Managed C++ public __gc class ItemElementCollection : public <u>CollectionBase</u>

JScript public class ItemElementCollection extends <u>CollectionBase</u>

Members Table

The following table lists the members exposed by the **ItemElementCollection** object. Click a tab on the left to choose the type of member you want to view.



Inheritance Hierarchy

Object
CollectionBase

ItemElementCollection

Class Information

Namespace System.Speech.Srgs

Assembly System.Speech (system.speech.dll)

OneOf Class

Note: This documentation is preliminary and is subject to change.

Represents the World Wide Web Consortium (W3C) Speech Recognition Grammar Specification (SRGS) one-of element. See http://www.w3.org/TR/speech-grammar/ for more information.

Definition

Visual Basic

Public Class OneOf .

Inherits *Object*

Implements IItemElement, IRuleElement

C#

public class OneOf: Object,

IItemElement, IRuleElement

Managed C++ public __gc class OneOf : public <u>Object</u>,

IItemElement, IRuleElement

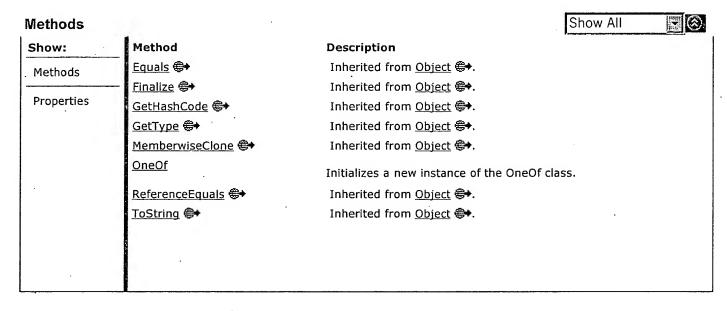
JScript

public class OneOf extends Object

implements IRuleElement, IItemElement

Members Table

The following table lists the members exposed by the **OneOf** object. Click a tab on the left to choose the type of member you want to view.



Inheritance Hierarchy

Object ♥→ OneOf

Class Information

Namespace

System.Speech.Srgs

Assembly

System.Speech (system.speech.dll)

OneOf Class

Note: This documentation is preliminary and is subject to change.

Represents the World Wide Web Consortium (W3C) Speech Recognition Grammar Specification (SRGS) one-of element. See http://www.w3.org/TR/speech-grammar/ for more information.

Definition

Visual Basic

Public Class OneOf

Inherits Object

Implements IItemElement, IRuleElement

C#

public class OneOf: Object,

IItemElement, IRuleElement

Managed C++ public __gc class OneOf : public Object,

IItemElement, IRuleElement

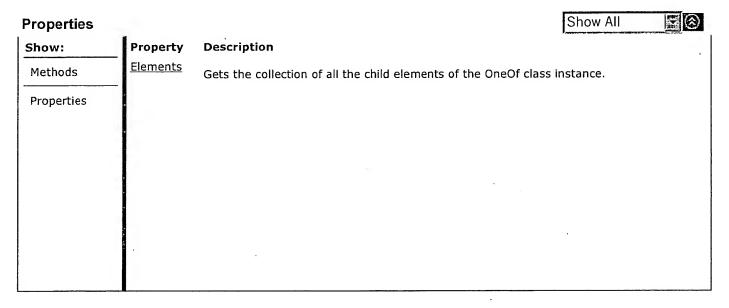
JScript

public class OneOf extends Object

implements IRuleElement, IItemElement

Members Table

The following table lists the members exposed by the OneOf object. Click a tab on the left to choose the type of member you want to view.



Inheritance Hierarchy



Class Information

Namespace

System.Speech.Srgs

Assembly

System.Speech (system.speech.dll)

OneOfElementCollection Class

Note: This documentation is preliminary and is subject to change.

Represents a collection of objects that can be child elements of an OneOf class instance.

Definition

Visual Basic Public Class OneOfElementCollection

Inherits CollectionBase

C# public class OneOfElementCollection : <u>CollectionBase</u>

 $\textbf{Managed C++} \ \ \textbf{public } \underline{\quad \textbf{gc class OneOfElementCollection}} \ : \ \textbf{public } \underline{\quad \textbf{CollectionBase}}$

JScript public class **OneOfElementCollection** extends <u>CollectionBase</u>

Members Table

The following table lists the members exposed by the **OneOfElementCollection** object. Click a tab on the left to choose the type of member you want to view.

| Methods | | Show All |
|------------|--------------------------|---|
| Show: | Method | Description |
| Methods | , <u>Add</u> | Adds an Item class instance to the the OneOfElementCollection. |
| Properties | <u>AddItem</u> | Adds a new Item class instance to the OneOfElementCollection. |
| | <u>AddItems</u> | Adds two Item class instances to the OneOfElementColleciton. Each Item class instance contains text. |
| • | <u>AddOptionalItem</u> | Adds a new optional Item class instance to the OneOfElementCollection. |
| | AddRepeatingItem | Adds a new Item class instance to the OneOfElementCollection. This instance contains the minimum and maximum number of repetitions required for successful recognition. |
| | <u>Clear</u> ⊜→ | Inherited from <u>CollectionBase</u> ⊕ •. |
| | <u>Contains</u> | Determines whether the OneOfElementCollection contains the specified Item class instance. |
| | Equals 😂 | Inherited from <u>Object</u> ⊕. |
| | <u>Finalize</u> ⊕ | Inherited from <u>Object</u> ⊜•. |
| | GetEnumerator 😂 | Inherited from <u>CollectionBase</u> €. |
| | <u>GetHashCode</u> | Inherited from <u>Object</u> © •. |
| | <u>GetType</u> ⊕ | Inherited from <u>Object</u> ⊕. |
| | <u>IndexOf</u> | Searches for the specified Item class instance and returns the zero-based index of its first occurrence within the OneOfElementCollection. |
| | <u>Insert</u> | Inserts an Item class instance into the OneOfElementCollection at the specified index location. |
| · | <u>MemberwiseClone</u> € | Inherited from <u>Object</u> ©+ . |
| | <u>OnClear</u> | |
| | OnClearComplete 😂 | Inherited from CollectionBase \Leftrightarrow . |
| | I | |

<u>OneOfElementCollection</u> Initializes a new instance of the OneOfElementCollection and specifies the owning OneOf class instance. OnInsert OnInsertComplete Inherited from CollectionBase €. **OnRemove** OnRemoveComplete

→ Inherited from CollectionBase

→. **OnSet** OnSetComplete 😂 Inherited from CollectionBase . **OnValidate** Inherited from Object €. ReferenceEquals 😂 Remove Removes the first occurrence of the specified Item class instance from the OneOfElementCollection. RemoveAt € Inherited from CollectionBase . . ToString 😂 Inherited from Object .

Inheritance Hierarchy

Object
CollectionBase
OneOfElementCollection

Class Information

Namespace System.Speech.Srgs

Assembly System.Speech (system.speech.dll)

Strong Name System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

OneOfElementCollection Class

Note: This documentation is preliminary and is subject to change.

Represents a collection of objects that can be child elements of an OneOf class instance.

Definition

Visual Basic Public Class OneOfElementCollection

Inherits CollectionBase

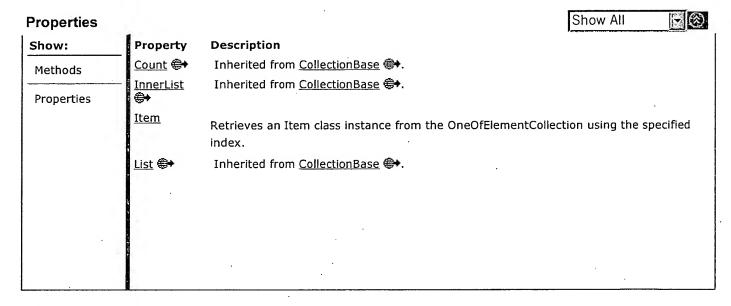
C# public class OneOfElementCollection : <u>CollectionBase</u>

Managed C++ public __gc class OneOfElementCollection : public <u>CollectionBase</u>

JScript public class OneOfElementCollection extends <u>CollectionBase</u>

Members Table

The following table lists the members exposed by the **OneOfElementCollection** object. Click a tab on the left to choose the type of member you want to view.



Inheritance Hierarchy



Class Information

Namespace System.Speech.Srgs

Assembly System.Speech (system.speech.dll)

PropertyTag Class

Note: This documentation is preliminary and is subject to change.

Represents the World Wide Web Consortium (W3C) Speech Recognition Grammar Specification (SRGS) tag element with SAPI Properties. See http://www.w3.org/TR/speech-grammar/ for more information.

Definition

Visual Basic Public Class PropertyTag

Inherits Object

Implements IItemElement, IRuleElement

C#

public class PropertyTag : Object,

IItemElement, IRuleElement

Managed C++ public __gc class PropertyTag : public Object,

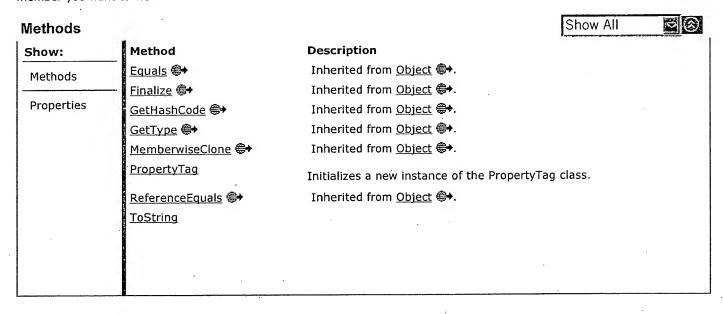
IItemElement, IRuleElement

JScript

public class **PropertyTag** extends <u>Object</u> implements <u>IRuleElement</u>, <u>IItemElement</u>

Members Table

The following table lists the members exposed by the **PropertyTag** object. Click a tab on the left to choose the type of member you want to view.



Inheritance Hierarchy

<u>Object</u> ♦

PropertyTag

Class Information

Namespace System.Speech.Srgs

Assembly System.Speech (system.speech.dll)

PropertyTag Class

Note: This documentation is preliminary and is subject to change.

Represents the World Wide Web Consortium (W3C) Speech Recognition Grammar Specification (SRGS) tag element with SAPI Properties. See http://www.w3.org/TR/speech-grammar/ for more information.

Definition

Visual Basic Public Class PropertyTag

Inherits Object

Implements IItemElement, IRuleElement

C#

public class **PropertyTag**: <u>Object</u>,

IItemElement, IRuleElement

Managed C++ public __gc class PropertyTag : public Object,

IItemElement, IRuleElement

JScript

public class **PropertyTag** extends <u>Object</u> implements <u>IRuleElement</u>, <u>IItemElement</u>

Members Table

The following table lists the members exposed by the **PropertyTag** object. Click a tab on the left to choose the type of member you want to view.

| Properties | | Show All | | |
|---------------------|--------------|--|--|--|
| Show: | Property | Description | | |
| Methods Properties | <u>Name</u> | Gets and sets the name of the semantic property contained within the PropertyTag class instance. | | |
| Properties | <u>Value</u> | Gets and sets the value of semantic property contained within the PropertyTag class instance. | | |

Inheritance Hierarchy



PropertyTag

Class Information

Namespace System.Speech.Srgs

Assembly System.Speech (system.speech.dll)

Rule Class

Note: This documentation is preliminary and is subject to change.

Represents the World Wide Web Consortium (W3C) Speech Recognition Grammar Specification (SRGS) rule element. See http://www.w3c.org/TR/speech-grammar/ for more information.

Definition

Visual Basic Public Class Rule

Inherits Object

C# public class Rule : Object

 $\textbf{Managed C++} \ \ \text{public } \underline{\quad } \text{gc class } \textbf{Rule} \ : \text{public } \underline{\quad } \text{Object}$

JScript public class Rule extends Object

Members Table

The following table lists the members exposed by the **Rule** object. Click a tab on the left to choose the type of member you want to view.

| Methods | | Show All |
|------------|------------------------------|--|
| Show: | Method | Description |
| Methods | <u>Equals</u> ⊕ | Inherited from <u>Object</u> ⊜. |
| | <u>Finalize</u> 😂 | Inherited from <u>Object</u> |
| Properties | <u>GetHashCode</u> ⊕ | Inherited from Object 😂. |
| | <u>GetType</u> ⊜+ | Inherited from <u>Object</u> |
| | <u>GetXml</u> | Gets the Extensible Markup Language (XML) markup for this Rule class instance. |
| | <u>MemberwiseClone</u> | Inherited from <u>Object</u> |
| | ReferenceEquals 😂 | Inherited from <u>Object</u> ⊜. |
| | <u>Rule</u> | Initializes a new instance of the Rule class. |
| | <u>ToString</u> | Returns a string representation of this Rule class instance. |

Inheritance Hierarchy

Object ⊕ Rule

Class Information

Namespace System.Speech.Srgs

Assembly System.Speech (system.speech.dll)

Rule Class

Note: This documentation is preliminary and is subject to change.

Represents the World Wide Web Consortium (W3C) Speech Recognition Grammar Specification (SRGS) rule element. See http://www.w3c.org/TR/speech-grammar/ for more information.

Definition

Visual Basic Public Class Rule

Inherits Object

C# public class Rule : Object

Managed C++ public __gc class Rule : public <u>Object</u>

JScript public class Rule extends <u>Object</u>

Members Table

The following table lists the members exposed by the **Rule** object. Click a tab on the left to choose the type of member you want to view.

| Properties | | Show All |
|------------|-----------------|--|
| Show: | Property | Description |
| Methods | <u>Elements</u> | Gets the collection of all the child elements of the Rule class instance. |
| Properties | <u>Id</u> | Gets and sets the name of the Rule class instance. |
| | <u>Scope</u> | Gets and Sets how a rule is referenced by other rules, and whether or not the rule can be activated or not. See <u>RuleScope</u> for more information. |
| | | |

Inheritance Hierarchy

Object

Rule

Class Information

Namespace System.Speech.Srgs

Assembly System.Speech (system.speech.dll)

RuleCollection Class

Note: This documentation is preliminary and is subject to change.

Represents a collection of objects that can be child elements of a Rule class instance.

Definition

Visual Basic Public Class RuleCollection

Inherits <u>CollectionBase</u>

C#

public class RuleCollection : <u>CollectionBase</u>

Managed C++ public __gc class RuleCollection : public <u>CollectionBase</u>

JScript

public class RuleCollection extends CollectionBase

Members Table

The following table lists the members exposed by the **RuleCollection** object. Click a tab on the left to choose the type of member you want to view.

| Methods | | Show All |
|------------|-------------------------|--|
| Show: | Method | Description |
| Methods | . <u>Add</u> | Adds a Rule class instance to the RuleCollection. |
| Properties | <u>AddRule</u> | Adds a new Rule class instance to the RuleCollection. |
| | <u>Clear</u> ⊕ | Inherited from <u>CollectionBase</u> 😂. |
| | <u>Contains</u> | Determines whether the RuleCollection contains the specified Rule class instance. |
| | Equals 😂 | Inherited from <u>Object</u> 😂. |
| | <u>Finalize</u> | Inherited from <u>Object</u> 😂. |
| | get_Item | |
| • | <u>GetEnumerator</u> | Inherited from <u>CollectionBase</u> €. |
| | <u>GetHashCode</u> | Inherited from <u>Object</u> |
| | GetType ⊕+ | Inherited from <u>Object</u> ⊕. |
| | <u>IndexOf</u> | Searches for the specified Rule class instance and returns the zero-based index of its first occurrence within the RuleCollection. |
| | <u>Insert</u> | Inserts a Rule class instance into the RuleCollection at the specified index location. |
| | MemberwiseClone | Inherited from Object 😂. |
| | <u>OnClear</u> | · |
| | OnClearComplete 😝 | Inherited from <u>CollectionBase</u> |
| • | <u>OnInsert</u> | · |
| | OnInsertComplete 😂 | Inherited from <u>CollectionBase</u> |
| | <u>OnRemove</u> | |
| . | OnRemoveComplete ⊕ → | Inherited from <u>CollectionBase</u> 😂. |
| | <u>OnSet</u> | |
| | OnSetComplete 😂 | Inherited from <u>CollectionBase</u> €. |

| 1 10 | <u>OnValidate</u> | |
|------|-----------------------|---|
| | ReferenceEquals 😂 | Inherited from <u>Object</u> ⇔. |
| | <u>Remove</u> | Removes the first occurrence of a specified Rule class instance from the RuleCollection. |
| | RemoveAt 😂 | Inherited from <u>CollectionBase</u> © . |
| | <u>RuleCollection</u> | Initializes a new instance of the RuleCollection and species the owning Grammar class instance. |
| | set Item | |
| | <u>ToString</u> ⊜→ | Inherited from <u>Object</u> |

Inheritance Hierarchy

Object ⊕

CollectionBase ⊕

RuleCollection

Class Information

Namespace System.Speech.Srgs

Assembly System.Speech (system.speech.dll)

Strong Name System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

RuleCollection Class

Note: This documentation is preliminary and is subject to change.

Represents a collection of objects that can be child elements of a Rule class instance.

Definition

Visual Basic Public Class RuleCollection

Inherits CollectionBase

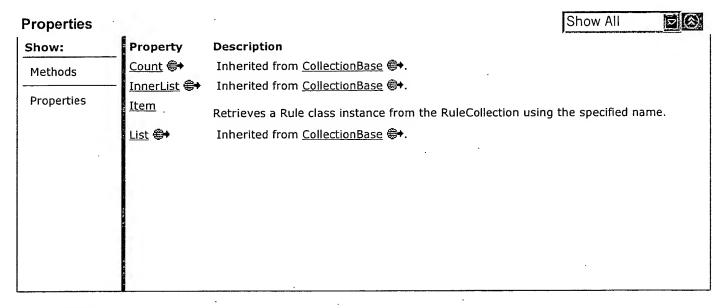
C# public class RuleCollection : <u>CollectionBase</u>

Managed C++ public __gc class RuleCollection : public <u>CollectionBase</u>

JScript public class RuleCollection extends <u>CollectionBase</u>

Members Table

The following table lists the members exposed by the **RuleCollection** object. Click a tab on the left to choose the type of member you want to view.



Inheritance Hierarchy



Class Information

Namespace System.Speech.Srgs

Assembly System.Speech (system.speech.dll)

RuleElementCollection Class

Note: This documentation is preliminary and is subject to change.

Represents a collection of objects that are valid within a Rule class instance.

Definition

Visual Basic Public Class RuleElementCollection

Inherits CollectionBase

C# public class RuleElementCollection : <u>CollectionBase</u>

Managed C++ public <u>gc class RuleElementCollection</u>: public <u>CollectionBase</u>

JScript public class RuleElementCollection extends <u>CollectionBase</u>

Members Table

The following table lists the members exposed by the **RuleElementCollection** object. Click a tab on the left to choose the type of member you want to view.

| Methods | | Show All |
|------------|---------------------------------|--|
| Show: | Method | Description |
| Methods | <u>Add</u> | Adds an Example class instance to the RuleElementCollection. |
| Properties | <u>AddExample</u> | Adds a Example class instance to the RuleElementCollection. |
| | <u>AddItem</u> | Adds a Item class instance to the RuleElementCollection. |
| | <u>AddItems</u> | Adds two Item class instances to the RuleElementCollection. Both Item class instances contain text. |
| | <u>AddOneOf</u> | Adds a OneOf class instance to the RuleElementCollection. |
| | <u>AddOptionalItem</u> | Adds a new optional Item class instance to the RuleElementCollection. |
| | AddRepeatingItem | Adds an Item class instance to the RuleElementCollection. The Item class instance being added either must be repeated the specified minimum number of times, or can be repeated up to the specified maximum number of times. |
| | <u>AddRuleRef</u> | Adds a RuleRef class instance to the RuleElementCollection. |
| | <u>AddSpecialRuleRef</u> | Adds a SpecialRuleRef class instance to the RuleElementCollection. |
| | <u>AddTag</u> | Adds a Tag class instance to the RuleElementCollection. |
| | <u>AddToken</u> | Adds a Token class instance to the RuleElementCollection. |
| | <u>Clear</u> ⊕ | Inherited from <u>CollectionBase</u> |
| | <u>Contains</u> · | Determines whether the RuleElementCollection contains the specified IRuleElement. |
| | <u>Equals</u> ⊕ | Inherited from Object 😂. |
| | <u>Finalize</u> € | Inherited from <u>Object</u> ⊜ . |
| | <u>GetEnumerator</u> €→ | Inherited from <u>CollectionBase</u> € . |
| | <u>GetHashCode</u> 鬱 | Inherited from Object 😂. |

| GetType €→ | Inherited from <u>Object</u> ⊕•. |
|---------------------------|--|
| <u>IndexOf</u> | Searches for the specified IRuleElement and returns the zero-based index of its first occurrence within the RuleElementCollection. |
| <u>Insert</u> | Inserts a new IRuleElement into the RuleElementCollection at the specified index location. |
| <u>MemberwiseClone</u> €→ | Inherited from <u>Object</u> ⊕. |
| <u>OnClear</u> | |
| OnClearComplete 😂 | Inherited from CollectionBase ⊕. |
| <u>OnInsert</u> | |
| OnInsertComplete 😂 | Inherited from <u>CollectionBase</u> €. |
| <u>OnRemove</u> | • |
| <u>OnRemoveComplete</u> | Inherited from <u>CollectionBase</u> €. |
| <u>OnSet</u> | |
| OnSetComplete €→ | Inherited from <u>CollectionBase</u> ⊕. |
| <u>OnValidate</u> | |
| ReferenceEquals 😂 | Inherited from <u>Object</u> ⊕. |
| <u>Remove</u> | Removes the first occurrence of a specified IRuleElement from the RuleElementCollection. |
| <u>RemoveAt</u> ⊕ | Inherited from CollectionBase ⊜. |
| RuleElementCollection | Creates a new RuleElementCollection and identifies its owning Rule class instance. |
| <u>ToString</u> 😝 | Inherited from <u>Object</u> ⊕. |

Inheritance Hierarchy

Object ⊕

CollectionBase ⊕

RuleElementCollection

Class Information

Namespace System.Speech.Srgs

Assembly System.Speech (system.speech.dll)

Strong Name System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

RuleElementCollection Class

Note: This documentation is preliminary and is subject to change.

Represents a collection of objects that are valid within a Rule class instance.

Definition

Visual Basic

Public Class RuleElementCollection

Inherits CollectionBase

C#

public class RuleElementCollection: CollectionBase

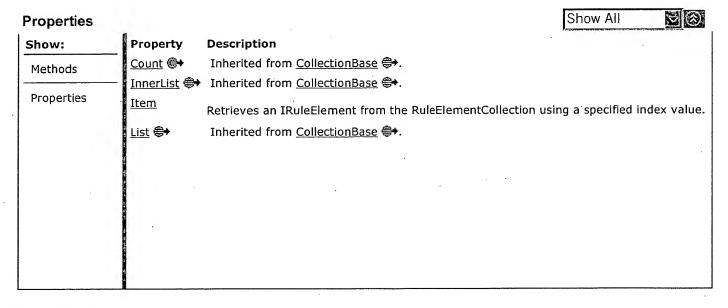
Managed C++ public <u>gc class</u> RuleElementCollection: public <u>CollectionBase</u>

JScript

public class RuleElementCollection extends CollectionBase

Members Table

The following table lists the members exposed by the RuleElementCollection object. Click a tab on the left to choose the type of member you want to view.



Inheritance Hierarchy



Class Information

Namespace System.Speech.Srgs

Assembly

System.Speech (system.speech.dll)

RuleRef Class

Note: This documentation is preliminary and is subject to change.

Example represents the World Wide Web Consortium (W3C) Speech Recognition Grammar Specification (SRGS) ruleref element. See http://www.w3.org/TR/speech-grammar/ for more information.

Definition

Visual Basic Public Class RuleRef

Inherits Object

Implements <u>IItemElement</u>, <u>IRuleElement</u>

C#

public class **RuleRef** : <u>Object</u>,

IItemElement, IRuleElement

Managed C++ public __gc class RuleRef : public Object,

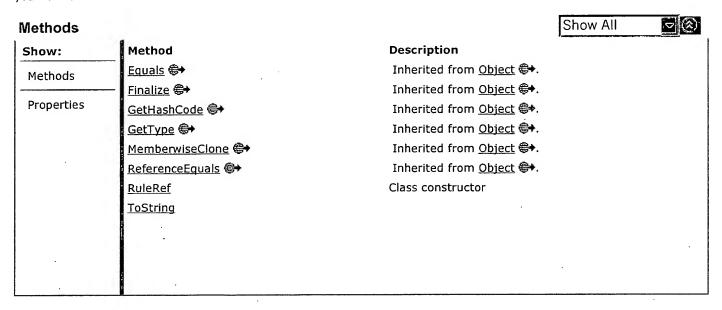
IItemElement, IRuleElement

JScript

public class **RuleRef** extends <u>Object</u> implements <u>IRuleElement</u>, <u>IItemElement</u>

Members Table

The following table lists the members exposed by the **RuleRef** object. Click a tab on the left to choose the type of member you want to view.



Inheritance Hierarchy

Object ⊕•
RuleRef

Class Information

Namespace System.Speech.Srgs

Assembly System.Speech (system.speech.dll)

RuleRef Class

Note: This documentation is preliminary and is subject to change.

Example represents the World Wide Web Consortium (W3C) Speech Recognition Grammar Specification (SRGS) ruleref element. See http://www.w3.org/TR/speech-grammar/ for more information.

Definition

Visual Basic Public Class RuleRef

Inherits Object

Implements IItemElement, IRuleElement

C#

Managed C++ public gc class RuleRef: public Object,

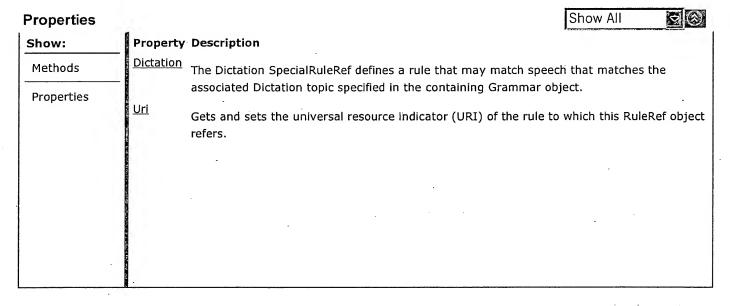
IItemElement, IRuleElement

JScript public class RuleRef extends Object

implements IRuleElement, IItemElement

Members Table

The following table lists the members exposed by the **RuleRef** object. Click a tab on the left to choose the type of member you want to view.



Inheritance Hierarchy



Class Information

Namespace System.Speech.Srgs

Assembly System.Speech (system.speech.dll)

SpecialRuleRef Class

Note: This documentation is preliminary and is subject to change.

SpecialRuleRef class instance allow grammars based on context-free grammars (CFG) to have powerful additional features, such as transitions into dictation (both recognized or not recognized) and word sequences from SAPI 5.0.

Definition

Visual Basic Public Class SpecialRuleRef

Inherits <u>Object</u>

Implements IItemElement, IRuleElement

C#

public class SpecialRuleRef: Object,

IItemElement, IRuleElement

Managed C++ public __gc class SpecialRuleRef : public Object,

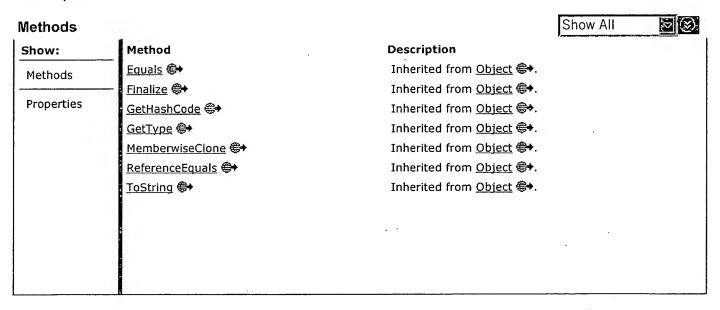
IItemElement, IRuleElement

JScript

public class **SpecialRuleRef** extends <u>Object</u> implements <u>IRuleElement</u>, <u>IItemElement</u>

Members Table

The following table lists the members exposed by the **SpecialRuleRef** object. Click a tab on the left to choose the type of member you want to view.



Inheritance Hierarchy

Object 😂

SpecialRuleRef

Class Information

Namespace System.Speech.Srgs

Assembly System.Speech (system.speech.dll)

SpecialRuleRef Page 2 of 2

SpecialRuleRef Class

Note: This documentation is preliminary and is subject to change.

SpecialRuleRef class instance allow grammars based on context-free grammars (CFG) to have powerful additional features, such as transitions into dictation (both recognized or not recognized) and word sequences from SAPI 5.0.

Definition

Visual Basic Public Class SpecialRuleRef

Inherits Object

Implements <u>IItemElement</u>, <u>IRuleElement</u>

C#

public class SpecialRuleRef: Object,

IItemElement, IRuleElement

Managed C++ public.__gc class SpecialRuleRef : public Object,

IItemElement, IRuleElement

JScript public class SpecialRuleRef extends <u>Object</u>

implements IRuleElement, IItemElement

Members Table

The following table lists the members exposed by the **SpecialRuleRef** object. Click a tab on the left to choose the type of member you want to view.

| Properties | | | Show All | 8 |
|------------|---------------------|---|-----------------|-------------|
| Show: | Property | Description | | |
| Methods | <u>Garbage</u> | Gets the Garbage SpecialRuleRef that specifies a rule that ma | ay match any s | speech up |
| Properties | | until the next rule match, the next token or until the end of s | poken input. | |
| | <u>Null</u> | Gets The Null SpecialRuleRef that specifies a rule that is automatically matched without the user speaking any word. | | |
| | Туре | Gets and sets the type of a SpecialRuleRef class instance that the reference. | t specifies the | behavior of |
| | <u>Void</u> | Gets the Void SpecialRuleRef that specifies a rule that can ne Void into a sequence automatically makes that sequence uns | | . Inserting |
| | <u>WordSequence</u> | Gets the WordSequence SpecialRuleRef that species a rule the speech from an assosciated text buffer, or word sequence, or Grammar class instance. | | |

Inheritance Hierarchy

Object 😂

SpecialRuleRef

Class Information

Namespace System.Speech.Srgs

Assembly System.Speech (system.speech.dll)

SrgsGrammar Class

Note: This documentation is preliminary and is subject to change.

Represents the logical housing for individual rules and dictation grammars.

Definition

Visual Basic Public Class SrgsGrammar

Inherits <u>Grammar</u>

C# public class **SrgsGrammar** : *Grammar*

Managed C++ public __gc class SrgsGrammar : public Grammar

JScript public class SrgsGrammar extends Grammar

Members Table

The following table lists the members exposed by the **SrgsGrammar** object. Click a tab on the left to choose the type of member you want to view.

| Events | | Show All |
|------------|----------------------------|--|
| Show: | Event | Description |
| Events | <u>Hypothesis</u> | Occurs when a spoken phrase is partially recognized. Inherited from <u>Grammar</u> . |
| Methods | <u>NoRecognition</u> | Occurs when a spoken phrase is not recognized. |
| Dranartics | | Inherited from <u>Grammar</u> . |
| Properties | Recognition | Occurs when a spoken phrase is successfully recognized. Inherited from Grammar. |
| (4) | <u>RejectedRecognition</u> | Occurs when a spoken phrase is recognized with low confidence. |
| | | Inherited from <u>Grammar</u> . |
| | | • |
| | | |

Inheritance Hierarchy

Object 😂

Grammar

SrgsGrammar

Class Information

Namespace System.Speech.Srgs

Assembly System.Speech (system.speech.dll)

SrgsGrammar Class

Note: This documentation is preliminary and is subject to change.

Represents the logical housing for individual rules and dictation grammars.

Definition

Visual Basic

Public Class SrgsGrammar

Inherits **Grammar**

C#

public class **SrgsGrammar**: <u>Grammar</u>

Managed C++ public __gc class SrgsGrammar : public <u>Grammar</u>

JScript

public class **SrgsGrammar** extends *Grammar*

Members Table

The following table lists the members exposed by the **SrgsGrammar** object. Click a tab on the left to choose the type of member you want to view.

| Methods | | Show All |
|------------|------------------------------|---|
| Show: | Method | Description |
| Events | <u>Commit</u> | Commits any changes to this SrgsGrammar class instance to the underlying Recognizer. |
| Methods . | <u>Dispose</u> | Inherited from <u>Grammar</u> . |
| Properties | Equals ⊕+ Finalize | Inherited from Object . Releases unmanaged resources and performs other cleanup operations before this instance of the Grammar class is reclaimed by garbage collection. |
| | <u>GetHashCode</u> | Inherited from <u>Grammar</u> . Inherited from <u>Object</u> ಈ. Inherited from <u>Object</u> ⇔. |
| | <u>GetXml</u> | Gets the markup representing this SrgsGrammar class instance. |
| | <u>Initialize</u> Load | Initializes an SrgsGrammar object from an input/output stream. |
| | <u> </u> | Loads an SrgsGrammar class instance from an input/output stream and optionally initializes its members. |
| | <u>Load</u> | Loads a grammar from the specified source URI. |
| | MemberwiseClone | Inherited from <u>Ġrammar</u> . Inherited from <u>Object</u> © . |
| | ReferenceEquals | Inherited from <u>Object</u> ⊕. |
| | <u>Save</u> | Saves an SrgsGrammar class instance to the specified universal resource identifier (URI). |
| | SrgsGrammar ToString | Creates a new SrgsGrammar class instance. |

Inheritance Hierarchy

<u>Object</u> 😂

<u>Grammar</u>

SrgsGrammar

Class Information

Namespace System.Speech.Srgs

Assembly System.Speech (system.speech.dll)

Strong Name System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

SrgsGrammar Class

Note: This documentation is preliminary and is subject to change.

Represents the logical housing for individual rules and dictation grammars.

Definition

Visual Basic Public Class SrgsGrammar

Inherits <u>Grammar</u>

C# public class SrgsGrammar : Grammar

Managed C++ public __gc class SrgsGrammar : public <u>Grammar</u>

JScript public class SrgsGrammar extends Grammar

Members Table

The following table lists the members exposed by the **SrgsGrammar** object. Click a tab on the left to choose the type of member you want to view.

| Properties | | Show All |
|------------|--------------------------|---|
| Show: | Property | Description |
| Events | AllowUpdateOnRecognition | Gets or sets a value that specifies whether the recognition engine will pause its recognition processing while the Recognition event is being |
| Methods | - Danaliri | processed. Inherited from <u>Grammar</u> . |
| Properties | BaseUri | Gets or sets a base URI from which relative paths to rulerefs can be resolved. |
| | | Inherited from <u>Grammar</u> . |
| | <u>Category</u> | Gets or sets the category the grammar is associated with. |
| | | Inherited from Grammar. |
| | <u>IsActive</u> | Gets or sets a value that specifies whether the grammar is active or not. |
| | | Inherited from Grammar. |
| | <u>Language</u> | Gets and sets the language of the SrgsGrammar class instance(xml:lang) |
| | <u>ListTextBuffer</u> | Like the TextBuffer, this is used with the <textbuffer> element to allow a user to speak a sub-string of text. This field is different because any substring of an array of strings can be spoken.</textbuffer> |
| | | Inherited from <u>Grammar</u> . |
| | <u>Mode</u> | Gets and sets the SrgsGrammar grammar mode as either Voice or dual tone, multi-frequency (DTMF). |
| | <u>Name</u> | Gets or sets the name of a grammar contained in a GrammarGroup or RecognitionResults. |
| | | Inherited from <u>Grammar</u> . |
| | Recognizer | Gets or sets the speech recognizer that hosts this grammar. |
| | | Inherited from <u>Grammar</u> . |
| | 1 | |

| Root | Gets and sets the root rule of the SrgsGrammar class instance (srgs:root) |
|----------------------|---|
| <u>RootRule</u> | Gets the root rule of the grammar. |
| die emprese | Inherited from <u>Grammar</u> . |
| <u>Rules</u> | Gets the collection of rules that this SrgsGrammar class instance contains |
| <u>SharingUri</u> | Gets or sets a name to use in rulerefs when referencing this grammar from other grammars. |
| | Inherited from <u>Grammar</u> . |
| <u>TagFormat</u> | Gets and sets the format of the SrgsGrammar class instance Tag class instance (srgs:tag-format). |
| <u>TextBuffer</u> | Gets or sets the text from which a sub-range can be selected. |
| | Inherited from <u>Grammar</u> . |
| <u>TopLevelRules</u> | Gets the collection of rules contained by this instance of the Grammar class. Inherited from Grammar. |
| <u>XmlBase</u> | Gets and sets the base universal resource identifier (URI) of the |
| | SrgsGrammar class instance (xml:base). |

Inheritance Hierarchy

<u>Object</u> ♦

Grammar

SrgsGrammar

Class Information

Namespace System.Speech.Srgs

Assembly

System.Speech (system.speech.dll)

Strong Name System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

SrgsText Class

Note: This documentation is preliminary and is subject to change.

Represents text content in Speech Recognition Grammar Specification (SRGS) markup.

Definition

Visual Basic Public Class SrgsText

Inherits <u>Object</u>

Implements IItemElement, IRuleElement

C#

public class **SrgsText**: <u>Object</u>, <u>IItemElement</u>, <u>IRuleElement</u>

Managed C++ public __gc class SrgsText : public Object,

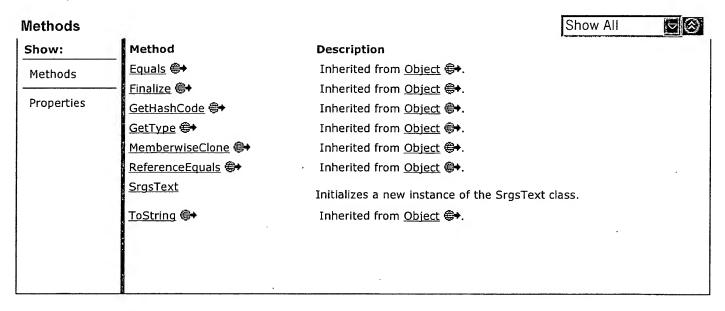
IItemElement, IRuleElement

JScript

public class **SrgsText** extends <u>Object</u> implements <u>IRuleElement</u>, <u>IItemElement</u>

Members Table

The following table lists the members exposed by the **SrgsText** object. Click a tab on the left to choose the type of member you want to view.



Inheritance Hierarchy



Class Information

Namespace System.Speech.Srgs

Assembly System.Speech (system.speech.dll)

SrgsText Class

Note: This documentation is preliminary and is subject to change.

Represents text content in Speech Recognition Grammar Specification (SRGS) markup.

Definition

Visual Basic Public Class SrgsText

Inherits Object

Implements <u>IItemElement</u>, <u>IRuleElement</u>

C#

public class SrgsText : Object,

IItemElement, IRuleElement

Managed C++ public __gc class SrgsText : public Object,

IItemElement, IRuleElement

JScript

public class **SrgsText** extends <u>Object</u> implements <u>IRuleElement</u>, <u>IItemElement</u>

Members Table

The following table lists the members exposed by the **SrgsText** object. Click a tab on the left to choose the type of member you want to view.

| Properties | | · | Show All | □ (※) |
|------------|-------------|--|---|-------|
| Show: | Property | Description | P and the control of | |
| Methods | <u>Text</u> | Gets and sets the text of the SrgsText class instance. | | |
| Properties | | | | |
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Inheritance Hierarchy

Object 😂

SrgsText

Class Information

Namespace System.Speech.Srgs

Assembly System.Speech (system.speech.dll)

Tag Class

Note: This documentation is preliminary and is subject to change.

Represents the World Wide Web Consortium (W3C) Speech Recognition Grammar Specification (SRGS) tag element. See http://www.w3.org/TR/speech-grammar/ for more information.

Definition

Visual Basic Public Class Tag

Inherits Object

Implements IItemElement, IRuleElement

C#

public class Tag: Object,

IItemElement, IRuleElement

Managed C++ public __gc class Tag : public Object,

IItemElement, IRuleElement

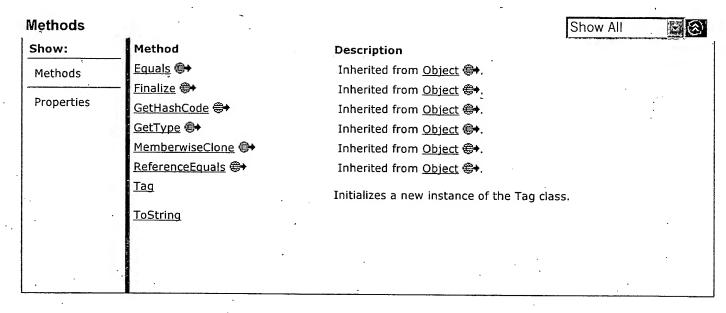
JScript

public class Tag extends Object

implements IRuleElement, IItemElement

Members Table

The following table lists the members exposed by the **Tag** object. Click a tab on the left to choose the type of member you want to view.



Inheritance Hierarchy

<u>Object</u> ♦

Class Information

Namespace System.Speech.Srgs

Assembly System.Speech (system.speech.dll)

Tag Class

Note: This documentation is preliminary and is subject to change.

Represents the World Wide Web Consortium (W3C) Speech Recognition Grammar Specification (SRGS) tag element. See http://www.w3.org/TR/speech-grammar/ for more information.

Definition

Visual Basic Public

Public Class **Tag**

Inherits Object

Implements IItemElement, IRuleElement

C#

public class Tag: Object,

IItemElement, IRuleElement

Managed C++ public __gc class Tag : public Object,

IItemElement, IRuleElement

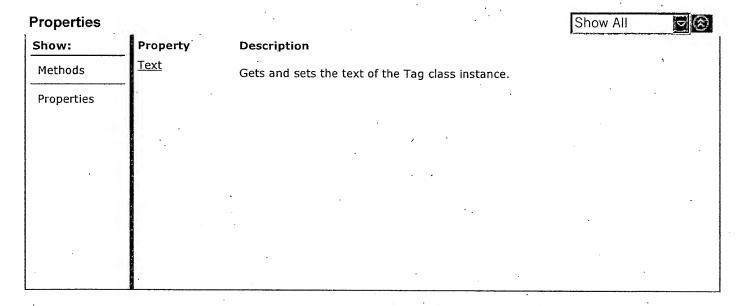
JScript

public class Tag extends Object

implements IRuleElement, IItemElement

Members Table

The following table lists the members exposed by the **Tag** object. Click a tab on the left to choose the type of member you want to view.



Inheritance Hierarchy



Class Information

Namespace

System.Speech.Srgs

Assembly

System.Speech (system.speech.dll)

Token Class

Note: This documentation is preliminary and is subject to change.

Token represents the World Wide Web Consortium (W3C) Speech Recognition Grammar Specification (SRGS) token element. See http://www.w3.org/TR/speech-grammar/ for more information.

Definition

Visual Basic Public Class Token

Inherits Object

Implements IItemElement, IRuleElement

C#

public class **Token** : <u>Object</u>, <u>IItemElement</u>, <u>IRuleElement</u>

Managed C++ public __gc class Token : public Object,

IItemElement, IRuleElement

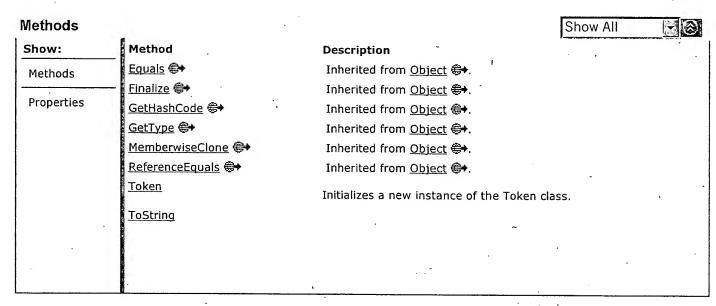
JScript

public class Token extends Object

implements IRuleElement, IItemElement

Members Table

The following table lists the members exposed by the **Token** object. Click a tab on the left to choose the type of member you want to view.



Inheritance Hierarchy



Remarks

Note that if multiple words are stored in a single Token, each is treated internally, and in the result, as a different token.

Class Information

Namespace System.Speech.Srgs

Assembly System.Speech (system.speech.dll)

Strong Name System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

Token Class

Note: This documentation is preliminary and is subject to change.

Token represents the World Wide Web Consortium (W3C) Speech Recognition Grammar Specification (SRGS) token element. See http://www.w3.org/TR/speech-grammar/ for more information.

Definition

Visual Basic Public Class Token

Inherits Object

Implements IItemElement, IRuleElement

C#

public class Token : Object,

IItemElement, IRuleElement

Managed C++ public __gc class Token : public <u>Object</u>,

IItemElement, IRuleElement

JScript

public class Token extends Object

implements IRuleElement, IItemElement

Members Table

The following table lists the members exposed by the **Token** object. Click a tab on the left to choose the type of member you want to view.

| | Show All |
|---------------|---|
| Property | Description |
| Pronunciation | Gets and sets pronunciation for the token. |
| Text | Gets and sets the text contained within the Token class instance. |
| Ú. | |
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| | |
| | |
| | |
| | Pronunciation |

Inheritance Hierarchy



Remarks

Note that if multiple words are stored in a single Token, each is treated internally, and in the result, as a different token.

Class Information

Namespace System.Speech.Srgs

Assembly System.Speech (system.speech.dll)

Strong Name System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

- Luur wie poentti niint

SpeakToken Property

Note: This documentation is preliminary and is subject to change.

Gets the identity of the Speak method call that raised the synthesis event.

Definition

Visual Basic

Public ReadOnly Property SpeakToken As SpeakToken

public SpeakToken { get; }

Managed C++ public: __property <u>SpeakToken</u>* get_SpeakToken();

JScript

 $public \ function \ get \ \textbf{SpeakToken}(): \underline{\textbf{SpeakToken}}$

Property Value

System.Speech.Synthesis.SpeakToken.

This property is read-only.

SpeakToken Class

Note: This documentation is preliminary and is subject to change.

Represents a single speak operation.

Definition

Visual Basic

Public Class SpeakToken

Inherits Object

C#

public class SpeakToken: Object

Managed C++ public __gc class SpeakToken : public <u>Object</u>

public class SpeakToken extends Object

Members Table

Inheritance Hierarchy

Object *

SpeakToken

Class Information

Namespace

System.Speech.Synthesis

Assembly

System.Speech (system.speech.dll)

Strong Name System. Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

SynthesizePhonemeEventArgs Class

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

Definition

Visual Basic

Public Class SynthesizePhonemeEventArgs

Inherits Synthesis Event Args

C#

 $public\ class\ \textbf{SynthesizePhonemeEventArgs}\ :\ \underline{\textit{SynthesisEventArgs}}$

 $\textbf{Managed C++} \hspace{0.1cm} \textbf{public} \hspace{0.1cm} \underline{\hspace{0.1cm}} \textbf{gc class } \textbf{SynthesizePhonemeEventArgs} \hspace{0.1cm} : \hspace{0.1cm} \textbf{public} \hspace{0.1cm} \underline{\hspace{0.1cm}} \textbf{SynthesisEventArgs} \hspace{0.1cm}$

JScript

public class SynthesizePhonemeEventArgs extends SynthesisEventArgs

Members Table

The following table lists the members exposed by the SynthesizePhonemeEventArgs object. Click a tab on the left to choose the type of member you want to view.

| Methods | | Show All 🔯 😢 |
|------------|-----------------------------------|--|
| Show: | Method | Description |
| Methods | Equals 😂 | Inherited from <u>Object</u> ⊕. |
| | ─ Finalize 😝 | Inherited from <u>Object</u> ♣. |
| Properties | <u>GetHashCode</u> ⊕ | Inherited from <u>Object</u> ⊕ •. |
| | <u>GetType</u> €+ | Inherited from Object ⊕. |
| | MemberwiseClone €→ | Inherited from Object 😂, |
| , | ReferenceEquals 😂 | Inherited from <u>Object</u> ⊜• . |
| | <u>SynthesizePhonemeEventArgs</u> | [To be supplied.] |
| | <u>ToString</u> ⊜→ | Inherited from <u>Object</u> ⊜. |
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Inheritance Hierarchy



SynthesisEventArgs

SynthesizePhonemeEventArgs

Class Information

Namespace

System.Speech.Synthesis

Assembly

System.Speech (system.speech.dll)

SynthesizePhonemeEventArgs Class

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

Definition

Visual Basic

Public Class SynthesizePhonemeEventArgs

Inherits <u>SynthesisEventArgs</u>

C#

 $public\ class\ \textbf{SynthesizePhonemeEventArgs}\ :\ \underline{\textit{SynthesisEventArgs}}$

Managed C++ public __gc class SynthesizePhonemeEventArgs : public <u>SynthesisEventArgs</u>

JScript

public class SynthesizePhonemeEventArgs extends SynthesisEventArgs

Members Table

The following table lists the members exposed by the SynthesizePhonemeEventArgs object. Click a tab on the left to choose the type of member you want to view.

| Properties | | Show All |
|------------|-----------------------|---|
| Show: | Property | Description |
| Methods | <u>AudioPosition</u> | Gets the position within the spoken text at which the synthesis event occurred. |
| Properties | | Inherited from SynthesisEventArgs. |
| | <u>CurrentPhoneme</u> | [To be supplied.] |
| | <u>Duration</u> | [To be supplied.] |
| | <u>NextPhoneme</u> | [To be supplied.] |
| | <u>SpeakToken</u> | Gets the identity of the Speak method call that raised the synthesis event. |
| | | Inherited from SynthesisEventArgs. |
| | | |
| | | |

Inheritance Hierarchy



SynthesisEventArgs

SynthesizePhonemeEventArgs

Class Information

Namespace

System.Speech.Synthesis

Assembly

System.Speech (system.speech.dll)

SynthesizePhonemeEventArgs Method

```
Note: This documentation is preliminary and is subject to change.
```

```
[To be supplied.]
```

Definition

```
Visual Basic
              Public Sub SynthesizePhonemeEventArgs( _
                 ByVal speakToken As SpeakToken, _
                 ByVal audioPosition As TimeSpan, _
                 ByVal currentPhoneme As Integer, _
                 ByVal duration As TimeSpan, __
                 ByVal features As Integer, _
                 ByVal nextPhoneme As Integer _
C#
              public SynthesizePhonemeEventArgs(
                 SpeakToken,
                 TimeSpan audioPosition,
                int currentPhoneme,
                 TimeSpan duration,
                 int features,
                 int nextPhoneme
Managed C++ public: SynthesizePhonemeEventArgs(
                 SpeakToken* speakToken,
                 TimeSpan audioPosition,
                 int currentPhoneme,
                 TimeSpan duration,
                 int features,
                 int nextPhoneme
              public function SynthesizePhonemeEventArgs(
JScript
                 speakToken : SpeakToken,
                 audioPosition: TimeSpan,
                 currentPhoneme: int,
                 duration: TimeSpan,
                 features : int,
                 nextPhoneme: int
              );
```

Parameters

speakTokenSystem.Speech.Synthesis.SpeakToken.audioPositionSystem.TimeSpan.

currentPhoneme System.Int32.

duration Systèm.TimeSpan.

features System.Int32.

nextPhoneme System.Int32.

CurrentPhoneme Property

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

Definition

Visual Basic

Public ReadOnly Property CurrentPhoneme As Integer

public int CurrentPhoneme { get; }

JScript

Managed C++ public: __property int get_CurrentPhoneme();

public function get CurrentPhoneme() : int

Property Value

System.Int32.

This property is read-only.

Duration Property

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

Definition

Visual Basic

Public ReadOnly Property **Duration** As **TimeSpan**

public <u>TimeSpan</u> Duration { get; }

Managed C++ public: __property <u>TimeSpan</u> get_Duration();

JScript

public function get Duration() : <u>TimeSpan</u>

Property Value

System.TimeSpan.

This property is read-only.

NextPhoneme Property

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

Definition

Visual Basic

Public ReadOnly Property **NextPhoneme** As **Integer**

public int NextPhoneme { get; }

JScript

Managed C++ public: __property int get_NextPhoneme();

public function get NextPhoneme(): int

Property Value

System.Int32.

This property is read-only.

SynthesizeVisemeEventArgs Class

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

Definition

Visual Basic

Public Class SynthesizeVisemeEventArgs

Inherits **SynthesisEventArgs**

C#

 $public \ class \ \textbf{SynthesizeVisemeEventArgs}: \underline{\textit{SynthesisEventArgs}}$

Managed C++ public __gc class SynthesizeVisemeEventArgs : public <u>SynthesisEventArgs</u>

JScript

public class SynthesizeVisemeEventArgs extends SynthesisEventArgs

Members Table

The following table lists the members exposed by the SynthesizeVisemeEventArgs object. Click a tab on the left to choose the type of member you want to view.

| Methods | and the second s | Show All |
|------------|--|--|
| Show: | Method | Description |
| Methods | Equals 😂 | Inherited from <u>Object</u> ⊕ •. |
| | Finalize 😝 | Inherited from <u>Object</u> ⊕ •. |
| Properties | <u>GetHashCode</u> ⊕ | Inherited from <u>Object</u> ⊕ +. |
| | <u>GetType</u> ⊜+ | Inherited from <u>Object</u> €. |
| . 4 | MemberwiseClone 😂 | Inherited from Object ⊜. |
| | ReferenceEquals 😂 | Inherited from <u>Object</u> ⊜•. ¹ |
| | <u>SynthesizeVisemeEventArgs</u> | [To be supplied.] |
| | ToString ⊕+ | Inherited from <u>Object</u> €+. |
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Inheritance Hierarchy

Object 😂

SynthesisEventArgs

SynthesizeVisemeEventArgs

Class Information

Namespace

System.Speech.Synthesis

Assembly

System.Speech (system.speech.dll)

SynthesizeVisemeEventArgs Class

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

Definition

Visual Basic

Public Class SynthesizeVisemeEventArgs

Inherits SynthesisEventArgs

C#

public class SynthesizeVisemeEventArgs: <u>SynthesisEventArgs</u>

Managed C++ public __gc class SynthesizeVisemeEventArgs : public <u>SynthesisEventArgs</u>

JScript

public class SynthesizeVisemeEventArgs extends SynthesisEventArgs

Members Table

The following table lists the members exposed by the SynthesizeVisemeEventArgs object. Click a tab on the left to choose the type of member you want to view.

| | Properties | er, gen ave | Show All |
|---|------------|----------------------|---|
| | Show: | Property | Description |
| | Methods | <u>AudioPosition</u> | Gets the position within the spoken text at which the synthesis event occurred. |
| | Properties | | Inherited from <u>SynthesisEventArgs</u> . |
| | , | <u>CurrentViseme</u> | [To be supplied.] |
| - | | <u>Duration</u> | [To be supplied.] |
| | | <u>NextViseme</u> | [To be supplied.] |
| | | <u>SpeakToken</u> | Gets the identity of the Speak method call that raised the synthesis event. |
| | | | Inherited from <u>SynthesisEventArgs</u> . |
| | | | |

Inheritance Hierarchy

Object 😂

SynthesisEventArgs

SynthesizeVisemeEventArgs

Class Information

Namespace

System.Speech.Synthesis

Assembly

System.Speech (system.speech.dll)

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SynthesizeVisemeEventArgs Method

```
Note: This documentation is preliminary and is subject to change.
```

```
[To be supplied.]
```

Definition

```
Visual Basic
              Public Sub SynthesizeVisemeEventArgs( _
                 ByVal speakToken As SpeakToken, _
                 ByVal audioPosition As TimeSpan, _
                 ByVal currentViseme As Integer, _
                 ByVal duration As TimeSpan, _
                 ByVal features As Integer, _
                 ByVal nextViseme As Integer _
C#
               public SynthesizeVisemeEventArgs(
                 SpeakToken speakToken,
                 TimeSpan audioPosition,
                 int currentViseme,
                 TimeSpan duration,
                 int features,
                 int nextViseme
Managed C++ public: SynthesizeVisemeEventArgs(
                 SpeakToken* speakToken,
                 TimeSpan audioPosition,
                 int currentViseme,
                 TimeSpan duration,
                 int features,
                 int nextViseme
JScript
               public function SynthesizeVisemeEventArgs(
                 speakToken: SpeakToken,
                 audioPosition: TimeSpan,
                 currentViseme: int,
                 duration: TimeSpan,
                 features : int,
                 nextViseme: int
```

Parameters

```
speakToken System.Speech.Synthesis:SpeakToken.
audioPosition System.TimeSpan.
currentViseme System.Int32.
duration System.TimeSpan.
features System.Int32.
nextViseme System.Int32.
```

CurrentViseme Property

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

Definition

Visual Basic

Public ReadOnly Property CurrentViseme As Integer

public int CurrentViseme { get; }

Managed C++ public: __property int get_CurrentViseme();

JScript

public function get CurrentViseme(): int

Property Value

System.Int32.

This property is read-only.

Duration Property

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

Definition

Visual Basic

Public ReadOnly Property **Duration** As **TimeSpan**

public <u>TimeSpan</u> Duration { get; }

Managed C++ public: __property <u>TimeSpan</u> get_Duration();

JScript

public function get **Duration()**: **TimeSpan**

Property Value

System.TimeSpan.

This property is read-only.

NextViseme Property

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

Definition

Visual Basic

Public ReadOnly Property NextViseme As Integer

public int NextViseme { get; }

Managed C++ public: __property int get_NextViseme();

JScript

public function get NextViseme(): int

Property Value

System.Int32.

This property is read-only.

Voice Class

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

Definition

Visual Basic

Public Class Voice

Inherits Object

Implements *IDisposable*

C#

public class Voice: Object,

IDisposable

Managed C++ public __gc class Voice : public Object,

<u>IDisposable</u>

JScript

public class Voice extends Object

implements <u>IDisposable</u>

Members Table

The following table lists the members exposed by the Voice object. Click a tab on the left to choose the type of member you want to view.

| Events | | Show All |
|------------|-----------------------------|---|
| Show: | Event | Description |
| Events | <u>BookmarkDetected</u> | Occurs when a bookmark is detected. |
| Methods | <u>SpeakCompleted</u> | [To be supplied.] |
| Properties | <u>SpeakProgressChanged</u> | Occurs when speech in progress has changed, that is, each instance that change in speech is taking place. |
| | <u>SpeakStartiņg</u> | Event that occurs when speaking has begun. |
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| | | |

Inheritance Hierarchy



Class Information

Namespace

System.Speech.Synthesis

Assembly

System.Speech (system.speech.dll)

Voice Class

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

Definition

Visual Basic

Public Class Voice

Inherits Object

Implements IDisposable

C#

public class Voice: Object,

<u>IDisposable</u>

Managed C++ public gc class Voice : public Object,

<u>IDisposable</u>

JScript

public class Voice extends Object

implements *IDisposable*

Members Table

The following table lists the members exposed by the Voice object. Click a tab on the left to choose the type of members exposed by the Voice object. you want to view.

| Methods | | Show | All 💹 🕲 |
|------------|---------------------------------|---|---------|
| Show: | Method | Description | |
| Events | <u>CancelSpeakAsync</u> | [To be supplied.] | |
| Methods | <u>Dispose</u> | [To be supplied.] | |
| Properties | Equals 😝 | Inherited from <u>Object</u> ⊜. | |
| | <u>Finalize</u> | [To be supplied.] | |
| | <u>GetHashCode</u> ⊜ | Inherited from <u>Object</u> ⊜. | |
| • | <u>GetType</u> € ◆ | Inherited from <u>Object</u> | |
| | <u>MemberwiseClone</u> ⊕ | Inherited from <u>Object</u> ⊕ •. | |
| | ReferenceEquals 😂 | Inherited from <u>Object</u> ⊜. | |
| • | <u>Speak</u> | Speaks the specified text using text-to-speech (TTS). | |
| | <u>SpeakAsync</u> | [To be supplied.] | |

Inheritance Hierarchy



Class Information

Namespace

System.Speech.Synthesis

Assembly

System.Speech (system.speech.dll)

oice Page 2 of 2

Voice Class

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

Definition

Visual Basic

Public Class Voice

Inherits Object

Implements *IDisposable*

C#

public class Voice: Object,

<u>IDisposable</u>

Managed C++ public __gc class Voice : public Object,

IDisposable

JScript

public class Voice extends Object

implements *IDisposable*

Members Table

The following table lists the members exposed by the Voice object. Click a tab on the left to choose the type of member. you want to view.

| Methods | | | Show All | 8 |
|------------|---------------------------------|--|----------|----------|
| Show: | Method | Description | | |
| Events | <u>CancelSpeakAsync</u> | · [To be supplied.] | | |
| Methods | <u>Dispose</u> | [To be supplied.] | | |
| Properties | Equals 🕪 | Inherited from <u>Object</u> 😂. | | |
| | <u>Finalize</u> | [To be supplied.] | • | |
| | <u>GetHashCode</u> ⇔ | Inherited from Object 😂. | | |
| | <u>GetType</u> ⊜ | Inherited from <u>Object</u> ⊜ •. | | |
| | <u>MemberwiseClone</u> ⊕ | Inherited from <u>Object</u> ⊜+. | | |
| | ReferenceEquals 😂 | Inherited from <u>Object</u> ⊜ . | | |
| | <u>Speak</u> . | Speaks the specified text using text-to-speech | ı (TTS). | |
| | <u>SpeakAsync</u> | [To be supplied.] | | Ş |

Inheritance Hierarchy

Object Voice

Class Information

Namespace

System.Speech.Synthesis

Assembly

System.Speech (system.speech.dll)

Voice Class

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

Definition

Visual Basic Public Class Voice

Inherits Object

Implements *IDisposable*

C#

public class Voice : Object,

<u>IDisposable</u>

Managed C++ public __gc class Voice : public Object,

IDisposable

JScript

public class Voice extends Object

implements *IDisposable*

Members Table

The following table lists the members exposed by the **Voice** object. Click, a tab on the left to choose the type of member you want to view.

| | Properties | | • | Show All . 💆 😵 |
|---|------------|-------------------|---|----------------|
| | Show: | Property | Description | |
| | Events | <u>Attributes</u> | Gets the attributes describing the characteristics of the voice | • |
| | Methods | <u>Priority</u> | Gets and sets the speaking priority of the text. | : |
| • | Properties | <u>Rate</u> | Gets and sets the rate of speech used in text-to-speech (TTS |) synthesis. |
| | | Synthesizer | Gets and Sets the synthesizer where the voice is to be used. | |
| | | <u>Volume</u> | Gets and sets the volume level of text-to-speech (TTS) synth | iesis. |
| | | | | ~ |
| | | · | | |
| | | | | |

Inheritance Hierarchy

Object 😂
Voice

Class Information

Namespace System.Speech.Synthesis

Assembly System.Speech (system.speech.dll)

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CancelSpeakAsync Method

```
Note: This documentation is preliminary and is subject to change.
[To be supplied.]
Definition
                    Public Sub CancelSpeakAsync(
       Visual Basic
                      ByVal token As SpeakToken
                    public void CancelSpeakAsync(
           C#
                      SpeakToken token
                    public: void CancelSpeakAsync(
                      SpeakToken* token
      Managed C++
                    public function CancelSpeakAsync(
                      token: SpeakToken
         JScript
                    ) : <u>void</u>;
Parameters
      token System.Speech.Synthesis.SpeakToken.
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Dispose Method
Note: This documentation is preliminary and is subject to change.
[To be supplied.]
Overload List
      public Void Dispose ()
      public Void Dispose (Boolean)
```

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Finalize Method

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

Definition

Visual Basic Overrides Protected Sub Finalize()

C# ~V

~Voice();

Managed C++ ~Voice();

JScript protected override function Finalize(): void;

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Speak Method

Note: This documentation is preliminary and is subject to change.

Speaks the specified text using text-to-speech (TTS).

Overload List

public Void Speak (String)
public Void Speak (String, SpeakMediaType)

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SpeakAsync Method

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

Overload List

public SpeakToken SpeakAsync (String)
public SpeakToken SpeakAsync (String, SpeakMediaType)

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SpeakFile Method

Note: This documentation is preliminary and is subject to change.

Speaks the contents of the specified file.

Overload List

public Void SpeakFile (String)
public Void SpeakFile (String, SpeakMediaType)

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SpeakFileAsync Method

Note: This documentation is preliminary and is subject to change.

[To be supplied.].

Overload List

public SpeakToken SpeakFileAsync (String)
public SpeakToken SpeakFileAsync (String, SpeakMediaType)

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Voice Method

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

Overload List

public Voice ()

public Voice (VoiceAttributes)

public Voice (VoiceAttributes, SpeechSynthesizer)

Attributes Property

Note: This documentation is preliminary and is subject to change.

Gets the attributes describing the characteristics of the voice.

Definition

```
Visual Basic Public ReadOnly Property Attributes As VoiceAttributes

C# public VoiceAttributes Attributes { get; }

Managed C++ public: __property VoiceAttributes* get_Attributes();

JScript public function get Attributes(): VoiceAttributes
```

Property Value

System.Speech.Synthesis.VoiceAttributes.

This property is read-only.

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Priority Property

Note: This documentation is preliminary and is subject to change.

Gets and sets the speaking priority of the text.

Definition

```
Visual Basic Public Property Priority As <u>SpeakPriority</u>

C# public <u>SpeakPriority</u> Priority { get; set; }

Managed C++ public: __property <u>SpeakPriority</u> get_Priority(); public: __property void set_Priority(<u>SpeakPriority</u>); public function get Priority(): <u>SpeakPriority</u> public function set Priority(<u>SpeakPriority</u>);
```

Property Value

System.Speech.Synthesis.SpeakPriority.

This property is read/write.

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Rate Property

Note: This documentation is preliminary and is subject to change.

Gets and sets the rate of speech used in text-to-speech (TTS) synthesis.

Definition

```
Visual Basic Public Property Rate As Single

C# public float Rate { get; set; }

Managed C++ public: __property float get_Rate();
public: __property void set_Rate(float);

JScript public function get Rate(): float
public function set Rate(float);
```

Property Value

System.Single.

This property is read/write.

Remarks

Rate must be a floating point value greater than zero.

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Synthesizer Property

Note: This documentation is preliminary and is subject to change.

Gets and Sets the synthesizer where the voice is to be used.

Definition

Property Value

System.Speech.Synthesis.SpeechSynthesizer.

This property is read/write.

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Volume Property

Note: This documentation is preliminary and is subject to change.

Gets and sets the volume level of text-to-speech (TTS) synthesis.

Definition

```
Visual Basic Public Property Volume As Single

C# public float Volume { get; set; }

Managed C++ public: __property float get_Volume(); public: __property void set_Volume(float);

JScript public function get Volume(): float public function set Volume(float);
```

Property Value

System.Single.

This property is read/write.

Remarks

The value of Volume must be a floating point number between 0 and 100.

VoiceAttributes Class

Note: This documentation is preliminary and is subject to change.

Represents the attributes of the text-to-speech (TTS) voice.

Definition

Visual Basic Public Class VoiceAttributes

Inherits Object

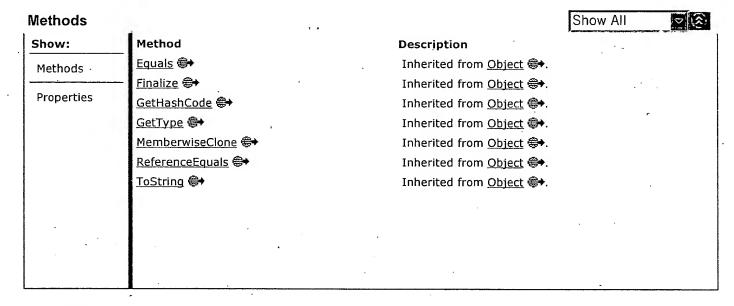
C# public class VoiceAttributes : Object

Managed C++ public __gc class VoiceAttributes : public Object

JScript public class VoiceAttributes extends Object

Members Table

The following table lists the members exposed by the **VoiceAttributes** object. Click a tab on the left to choose the type of member you want to view.



Inheritance Hierarchy

Object

VoiceAttributes

Class Information

Namespace System.Speech.Synthesis

Assembly System.Speech (system.speech.dll)

VoiceAttributes Class

Note: This documentation is preliminary and is subject to change.

Represents the attributes of the text-to-speech (TTS) voice.

Definition

Visual Basic

Public Class VoiceAttributes

Inherits Object

C#

public class VoiceAttributes : Object

Managed C++ public __gc class VoiceAttributes : public Object

JScript

public class VoiceAttributes extends Object

Members Table

The following table lists the members exposed by the VoiceAttributes object. Click a tab on the left to choose the type of member you want to view.

| Properties | | Show All |
|---------------------|------------------|--|
| Show: | Property | Description |
| Methods Properties | <u>Age</u> | Gets and sets the approximate age of the voice used in text-to-speech (TTS) synthesis. Optional. |
| | <u>Gender</u> | Gets and sets the gender of the voice used in text-to-speech (TTS) synthesis.Optional. |
| | <u>Languages</u> | Gets and sets cultural information about the voice used with text-to-speech (TTS) synthesis. |
| | <u>Name</u> | Gets and sets the platform-specific voice name used in text-to-speech (TTS) synthesis. Optional. |
| | <u>Vendor</u> | Gets the name of the vendor of the voice used with text-to-speech (TTS) synthesis. |
| | | |

Inheritance Hierarchy



VoiceAttributes

Class Information

Namespace

System.Speech.Synthesis

System.Speech (system.speech.dll)

SpeakMediaType Structure

Note: This documentation is preliminary and is subject to change.

SpeakMediaType identifies the format of the content to be spoken.

Definition

Visual Basic Public Structure SpeakMediaType
C# public struct SpeakMediaType

Managed C++ public __value struct SpeakMediaType

JScript In JScript, you can use structures, but you cannot define your own.

Members Table

The following table lists the members exposed by the **SpeakMediaType** object. Click a tab on the left to choose the type of member you want to view.

| Fi lds | | | Show All |
|----------------|--------------------------------------|---|---------------------------|
| Show: | Field | Description | |
| Fields Methods | <u>Automatic</u> | Creates a SpeakMediaType instance that the format. | will automatically detect |
| rictious | MSTextToSpeechMarkupLangauge | Sets the format to be a reference to a termarkup language document. | kt-to-speech (TTS) |
| | <u>PlainText</u> | Sets the format to plain text. | |
| | <u>SpeechSynthesisMarkupLanguage</u> | Sets the format to be a reference to a Sp Language (SSML) document. | eech Synthesis Markup |
| | <u>WaveAudio</u> | Sets the format to be a reference to a .w $$ | av file. |
| | · | · · · · · · · · · · · · · · · · · · · | |

Structure Information

Namespace System:Speech.Synthesis .

Assembly System.Speech (system.speech.dll)

Strong Name System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

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SpeakMediaType Structure

Note: This documentation is preliminary and is subject to change.

SpeakMediaType identifies the format of the content to be spoken.

Definition

Visual Basic Public Structure SpeakMediaType
C# public struct SpeakMediaType

Managed C++ public __value struct SpeakMediaType

JScript In JScript, you can use structures, but you cannot define your own.

Members Table

The following table lists the members exposed by the **SpeakMediaType** object. Click a tab on the left to choose the type of member you want to view.

| Methods | | | Show All |
|---------|------------------------------|--|------------------------------|
| Sh w: | Methodycraniam | Description | remestative entre seven |
| Fields | <u>Equals</u> | Returns true if the specified object is a SpeakMediaTy the media type of the current instance. | pe struct, and if it matches |
| Methods | <u>Finalize</u> ⊕ | Inherited from <u>Object</u> ⊕. | |
| • | <u>GetHashCode</u> | Returns the hash code for this instance. | |
| | <u>GetType</u> ⊜+ | Inherited from <u>Object</u> ⊕. | |
| | MemberwiseClone ⊕+ | Inherited from <u>Object</u> ⊕. | |
| | op Equality | Indicates that the two instances are equal. | |
| | op Inequality | Indicates that the two instances are not equal. | |
| | ReferenceEquals 😂 | Inherited from <u>Object</u> ⊕. | |
| | <u>SpeakMediaType</u> | Sets this instance to the specified media type. | |
| | <u>ToString</u> | Returns a string specifying the media type of this inst | tance. |

Structure Information

Namespace System.Speech.Synthesis

Assembly System.Speech (system.speech.dll)

Strong Name System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b